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Introduction

Welcome to Prima's Official Strategy guide for the latest Bond experience: *007 NightFire*. In this adventure, the Americans have lost a key component to their new Space Weapons Platform, and it is up to NATO to help recover it before it falls into the wrong hands. MI6 believes that noted green industrialist Rafael Drake is behind the plot and have assigned 007 to the task. Drake's company, Phoenix International, works on decommissioning the nuclear weapons arsenal of the world's superpowers and closing old nuclear power plants. Could it be possible that this noted philanthropist is behind the theft of the missing computer chip? Bond will bounce across the globe as he puts the pieces together in an attempt to unravel the plot, and this guide will lead you along.



Bond is back, and he'll be traveling the world. From a castle in Austria...



...to a corporate office building in Japan...



...to a decommissioned nuclear power plant...



...and even into outer space. *007 NightFire: Prima's Official Strategy Guide* has got you covered.

How to Use This Guide

Although the basic plot is the same, the console and PC versions of the game are drastically different. Don't worry, though; *007 NightFire: Prima's Official Strategy Guide* has the tips and walkthroughs you need to beat both versions of the game.

The next section introduces all of the characters. You'll meet Agent Nightshade, Dominique Paradis, Q, Armitage Rook, and all the rest. We give you a breakdown of all the cool weapons and gadgets you get to use in the game. We cover basic gameplay tips that will help you in your adventures as James Bond; you'll learn how to stun guards and sneak around to accomplish your mission. The walkthroughs are specific to the version of the game you are playing. If you are playing on a gaming console, check out the first walkthrough; there are maps, tips, and strategies for completing the mission. If you are playing on a PC, turn to beyond that, where every part of the PC mission is explained in great detail. Finally, turn to the last section to discover all the multiplayer basics.



Characters

The Good Guys

James Bond

James Bond, also known as 007, is the premier agent for MI6, the British intelligence agency. Known for his quick wit and astounding abilities, Bond is regularly assigned the most difficult situations. He has never let MI6 down. As a 00 agent, Bond has a license to kill anyone and anything that stands in the way of completing his assignments.



M

M is the current head of MI6. For security reasons, her identity is known to a select few. You receive most of your mission objectives directly from M, and her guidance will take you through many of your missions. Always pay attention to anything M tells you.



Q

Q is shorthand for "Quartermaster." A gadget guru, Q is legendary in MI6 for the many unique items he has developed for agents. Most of Q's ingenious items are disguised as something else, allowing them to be used in plain view of others. See the next chapter for the latest goodies Q has cooked up for you.

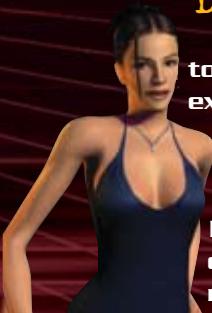
Zoe Nightshade

CIA agent Zoe Nightshade is a rising talent in the American equivalent of MI6. She has been paired with Bond before, and is most noted for her driving skills. Agent Nightshade's assistance will be critical to the success of your first missions.



Dominique Paradis

A French agent, Dominique Paradis is a top undercover agent as well as an expert in small arms and explosives. She has been sent to track down a missing nuclear warhead, and has infiltrated Raphael Drake's organization at the highest level. She has access to extensive information about Drake's network.



Alura McCall

Alura McCall is an Australian agent currently on loan to MI6 for the duration of this crisis. Her assistance will be timely and critical. In addition to her knowledge of security systems, Agent McCall is also an expert with a variety of weapons.



The Bad Guys

Raphael Drake

Raphael Drake's possible involvement in the missing US guidance chip and the bomb in Paris is curious because of his high-profile position as the leader of the Phoenix International Corporation. Upon his purchase of the company, Drake turned it from an environmentally-unsound collective into the world's biggest "regeneration" company, cleaning up toxic sites and decommissioning nuclear facilities. However, this position also gives Drake access to a variety of nuclear facilities.

Armitage Rook

The head of Drake's security force, Armitage Rook is a true physical force. His massive physique is exceeded only by his tremendous will to complete any assignment given to him. He will not be an easy man to eliminate.



Alexander Mayhew

Alexander Mayhew is the head of Phoenix International's Japanese concerns. If Phoenix International is up to something, it's a sure bet that Mayhew knows about it and is fully involved. Any information regarding Phoenix International is likely located somewhere in Mayhew's estate outside Tokyo.

Makiko Hayashi

Better known as "Kiko," Hayashi is a dedicated bodyguard completely devoted to Alexander Mayhew. While she appears slight of build, Kiko is deadly and will stop at nothing to protect her employer.



Weapons and Gadgets

Console and PC

These items are found in both versions of *007: NightFire*.

Weapons - Pistols

Kowloon Type 40



More powerful than the P2K, the Kowloon pistol is the weapon of choice for Phoenix International guards and thugs. It offers a high rate of fire for a handgun and has decent accuracy.



Raptor Magnum

This pistol fires a .357 shell, offering premier stopping power in a handgun. Its loud report draws attention, but its raw power tends to rapidly silence that attention.

Machine Guns



SG5 Commando

The Commando offers a decent rate of fire and good power. Its secondary firing mode enables the attached sight and fires quick and accurate three-shot bursts. This weapon features a distinctive laser sight.



Storm 32

This lightweight machine gun offers the best of all worlds. Its high rate of fire allows for serious stopping power, and its virtually silenced firing allows for stealth. This weapon features a secondary firing mode for short accurate bursts.

Explosives

AT-420 Sentinel



There is no better delivery system for high explosives at long range than this micro-missile launcher. Sporting a four-missile clip, the Sentinel can be fired in both unguided and guided modes.



Flash Grenade (Flashbang)

While this explosive causes no physical damage to the target, it does temporarily blind anyone caught in the blast radius. Using this device requires caution, because it is just as likely to blind you as it is your enemies.



Frag Grenade

A standard hand grenade packed with 5,000 steel balls that rocket out at high velocity when the grenade detonates. This weapon features a standard four-second delay, allowing you to hurl it away before detonation.



Laser Trip Bomb

No other device in your arsenal discourages pursuit like these mines. In standard mode, they create a laser light that detonates if crossed. The secondary fire mode is a proximity mine that detonates when anyone walks within range.



Militek Mark 6 MGL

This weapon is a rapid-fire grenade launcher sporting a six-grenade barrel clip. The fragmentation grenades used with this weapon can be fired with pinpoint accuracy and at long range.

Other Weapons



Frinesi Automatic 12

This combat shotgun holds eight rounds. Excellent at close range, the Frinesi can be fired rapidly both in standard or wide-spread modes, allowing either concentrated or wide-radius damage.



Phoenix Samurai

You will use this weapon any time you are wearing a Phoenix International space suit. Unlike other weapons, it does not use standard ammunition, but runs off a battery. It can fire up to 20 shots rapidly, but then requires time to recharge the battery. Its secondary fire mode creates a burst of energy that uses one-fifth of the battery's power.

Gadgets



Decryptor

Your PDA has been updated to include powerful decrypting software capable of breaking any numeric code. You will find this invaluable for breaking into high-security areas.



Laser Watch

Your wristwatch has a small laser device added to it. This can be used to burn through locks and wires. It is not powerful enough to be an effective weapon.



Micro Camera

While it appears to be a normal cigarette lighter, the micro camera is actually a sophisticated device. It takes pictures quickly and accurately.



Q-Grapple

Your cellphone has a convenient grappling hook device attached to it. To use it, point the phone at a grapple point. The hook will catch on and retract, carrying you up to your target.



Q-Specs

For the PC, your specs have three different modes of viewing. You can select from infrared (IR), X-ray, or nightvision modes. IR mode detects heat, allowing you to see enemies in near or total darkness. Nightvision enhances available light, allowing for distinction in low-light areas. X-ray mode allows for vision through walls, flesh, and clothing. For the console, the Q-Specs offer nightvision and thermographic vision. This device has a short battery, but it self-charges.



Q-Worm

Disguised as a credit card, the Q-Worm is actually a sophisticated computer virus that enables Q to monitor any activity on the computer it is placed on. The Q-Worm also gives you limited access to the target computer's controls.



Phoenix Ronin

Disguised as a normal briefcase, the Ronin is an effective backup weapon. In standard mode, it deploys a high-powered autocannon that fires at any detected motion. It can also be detonated to create a huge explosion in a large radius.



Stunner

Disguised as a simple set of car keys, the stunner emits a powerful electrical jolt that incapacitates its victim. This device must recharge after every use.

Console only

These items are found only in the console version of the game.

Weapons - Pistols



Gold P2K

This upgraded 9mm pistol with a 16 shot clip provides a little more punch. The under the barrel laser sight helps improve your aim. It can be silenced, but it will reduce the range and stopping power of your weapon.



Golden Gun

The Golden Gun only has one round in the chamber, but that's all a man with a Golden Gun needs. One shot equals one bad guy eliminated. Take steady aim as the reload process after each shot will slow you down.



Wolfram PP7

Your standard pistol, the Wolfram PP7 comes with a removable silencer that allows covert firing. This weapon is extremely accurate even at long range, which more than makes up for its relatively low power.

Machine Guns

Deutsche MK9



This light submachine gun delivers up to three rounds with each burst. It has above average accuracy but it doesn't have very much stopping power. The magazine holds 15 rounds and the weapon can be silenced.

Explosives

AIMS-20



The Advanced Individual Munitions System (AIMS) is two weapons in one. In Rifle mode, the AIMS-20 is equipped with a computerized sight. This weapon has excellent accuracy with its 6x telescopic sight. With 30 rounds in the magazine, this weapon carries real stopping power. As a grenade launcher, the AIMS-20 fires explosive grenades from its six-round magazine. These grenades do a ton of damage and will help clear the way in any firefight. The shells can be fired from long range—when you need to reach out and touch someone.



AT-600 Scorpion

The AT-600 Scorpion rocket launcher can fire four rounds from the magazine at a time. This weapon can fire unguided rounds or remote-guided munitions over a long distance. Bond will use the AT-400 to take out Armitage Rook's helicopter in the very first mission-The Exchange.



Remote Mine

This small anti-personnel device can stick to any surface and can be detonated from a remote distance. This weapon is great for taking out patrolling guards if you can tuck it out of view and eliminate unsuspecting guards from a position of relative safety.



Satchel Charge

Need some cover? Throw a smoke grenade into the room to obscure your opponent's vision—but, it will obscure your vision. The bullets will still be flying, but everyone's accuracy will be severely diminished.



Smoke Grenade

Need some cover? Throw a smoke grenade into the room to obscure your opponent's vision—but, it will obscure your vision. The bullets will still be flying, but everyone's accuracy will be severely diminished.

Other Weapons



Delta 900X Repeater

This heavy-duty hunting crossbow is made from machined aluminum, reinforced graphite, and magnesium. It can be fitted with a telescopic sight to make it the perfect silent sniping weapon. The weapon does medium damage, but it has a very short range.

**Covert Sniper Rifle**

This high-powered sniper rifle is capable of downing an enemy with a single shot. It can be used with or without the free zoom. The Winter Covert Sniper is a bolt-action weapon, which makes for slow recovery between shots. It holds a 10-round clip.

**Tactical Sniper Rifle**

The Tactical Sniper Rifle is truly a deadly weapon, but its slow reload time can make taking down multiple targets difficult. Use the rifle's telescopic sight with 10x magnification to fire normal and armor piercing rounds.

Gadgets**Korsakov K5**

Sometimes non-lethal force is needed when dealing with the enemy goons in NightFire. During the Night Shift mission, gun shots would attract the attention of the other guards. That's when Q Branch saves the day with the Korsakov K5 Dart Gun. Guards will be out for about two minutes.

**Shaver**

The Shaver Stun Grenade can be used to disrupt enemies and incapacitate them. A great tactic is to toss a stun grenade into a room and then hop outside. Once the Shaver Stun Grenade has detonated, head back into the room and the guards incapacitated from the bang.

PC only

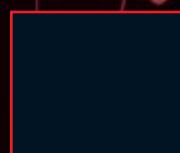
These items are PC specific.

Weapons - Pistols**Wolfram P2K**

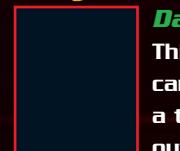
Your standard pistol, the Wolfram P2K comes with a removable silencer that allows covert firing. This weapon is extremely accurate even at long range, which more than makes up for its relatively low power.

Machine Guns**Munitions Belga PDW90**

Light, fast, and accurate, the Belga PDW90 is the true leader in machine guns. The top-mounted clip allows for rapid reloading, and its stopping power is second to none. This weapon holds a 50-round clip.

Phoenix International X6 Annihilator**Phoenix International X6 Annihilator**

An experimental weapon designed for use by Phoenix International commandos, the Annihilator is essentially a minigun that spits high-velocity shells at a tremendous rate. It is difficult to fire accurately because of the tremendous kick. Like the Commando, it features a laser sight. The minigun holds a 100-round clip, but takes a long time to reload.

Gadgets**Dart Pen**

This fountain pen appears ordinary, but the tip can be fired with high accuracy. When it strikes a target, it injects a sleep toxin that knocks out the victim for a time. This gadget is prized for its ability to take down a target with a single hit and without attracting attention.

Vehicles (Console only)**V-12 Vanquish**

The V-12 Vanquish is Bond's preferred choice for getting around town. Loaded with gadgets from Q Branch, such as Q-Missiles, machine guns, Q-Smoke, Q-Pulse, and Q-Charge, the Vanquish is definitely a deadly weapon. On the Deep Descent mission, you will learn that the Vanquish can even double as a submarine!

**Armored Snowmobiles**

As Bond escapes from the Castle, he will need to fight from the back of an armored snowmobile. This arctic titan packs one heck of a punch with dual rocket launchers and dual machine guns. Let the enemy have it when you are getting out of town in the Alpine Ambush mission.

**Security SUV**

In the Island Infiltration mission, Bond and McCall do battle from a stolen Phoenix Security armored SUV. This off-road vehicle has a pair of missile launchers and a mounted machine gun turret to take out the enemy.

**Ultralight**

In Island Infiltration, Bond will get to man the guns while McCall flies this ultralight. The small plane has dual small pulse cannons and dual missile launchers. As you dart through the canyons, you will have to shoot it out with boats in the river, other ultralights in the air, and armored SUVs that patrol the banks of the river.

Strategy Basics

You want to be Bond? Then you have to move like Bond and think like Bond. Here are some strategies that will help you become worthy of MI6.

Offense

Shooting Basics

Anybody can pull the trigger of a weapon. Not everybody can do it efficiently, hitting for maximum effect with minimum ammunition. There are a few tricks that can help you get the most out of your weapons.

Attack with the element of surprise. When your enemies aren't aware of you, your shots are more effective. You'll be able to squeeze off multiple shots before they react. Generally, this means you can drop an enemy before retaliation is possible.

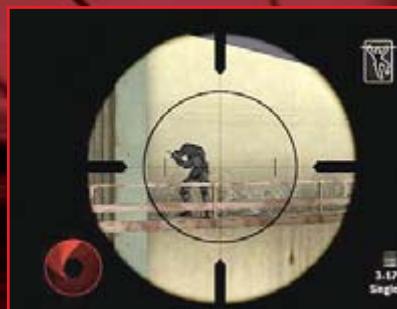
Aim for vital areas. Just as in real life, bullets that hit vital body areas do more damage. An enemy can take a lot of damage to an arm or a leg, but can't handle much to the more vital parts of the body.

Use the right weapon for the job at hand. Each weapon at your disposal has a particular strength and weakness. Pistols, for instance, are extremely accurate, even over long distances. But the P2K and Kowloon lack power, and all three pistols have very small magazines, requiring that you reload frequently. These weapons are great for one-on-one battles but are a poor choice when confronted with large groups. Conversely, the Annihilator minigun causes havoc, but is hard to aim accurately and takes forever to reload. It's great for groups of tough enemies, but almost worthless at range.

TIP

If you have several appropriate weapons on hand, use the same type your enemies are using. This way, you'll be able to collect ammunition after the battle, keeping your own supply of ordnance maximized. Some weapons share ammo types, so know what you are firing!

Once a battle is over, reload. There's nothing worse than turning a corner, finding an angry group of Yakuza, and seeing only five bullets remaining in your Commando. This doesn't mean that you should reload each time an enemy goes down. Simply put, when the smoke clears, make sure your weapon is fully ready for the next combat.



Watch where you aim. An enemy can take a lot of shots to the arms, legs, and midsection. Aim for more vital areas.

Subdue, Don't Slay

At the end of a mission, you get a bonus for every enemy taken out of combat. You get a larger bonus per enemy if you simply disable them instead of eliminating them completely. Using your fists, the stunner, the dart gun, and the dart pen (the dart pen is only in the PC version) will help increase your end-of-mission score dramatically. If you are very sneaky and can get behind enemies, virtually all of them will surrender when you approach them. This gives you a perfect opportunity to knock them unconscious, preventing them from attacking you, and contributing to a higher mission score.



Stunning your opponents gains you a higher score at the end of the mission. Use your fists, the stunner, and the dart pen (on the PC) to subdue your enemies.

Defense

Walk, Don't Run

Running gets you from place to place quickly, but it also makes a lot of noise. If enemies are nearby, running alerts them to your presence, making it more likely they'll spot you and fill you full of holes. You can always walk. While this does reduce your speed by about half, it also cuts the amount of noise you make dramatically. If you are particularly cautious, you can often ignore enemies completely, slipping past without having to take them down.

Crouch

When you crouch, it becomes difficult to move quickly. However, it also makes you tough to see. Whenever there is any sort of cover, be it a desk, a crate, or a low wall, crouching makes you all but immune to taking damage from your enemies.



Crouch to gain some cover. When you need to reload or when you are simply trying to be sneaky, crouch down behind any cover that you can find.

Lean Into It (PC only)

You can often spot action ahead by leaning around corners. When you lean, you are still virtually invisible to your enemies. They won't spot you even if it looks like they are looking at you.

Not only does this allow you to look ahead at where you will be going, but it also gives you the chance to eliminate enemies before they get a chance to shoot at you. Whenever you have the option, lean around corners and obstacles. Use the Q-Specs at the same time, and you can really check out the area ahead.

Other Advice

Choose Your Weapons (PC only)

You can carry up to four different weapons at any one time, which means that you will need to make some choices. In this case, fragmentation grenades, flash grenades, laser tripwires, and Ronin Suitcases do not count as weapons. Everything else does: all three pistols, all four machine guns, the sniper rifle, shotgun, rocket launcher, and grenade launcher.

A good guideline is to carry a pistol (for accuracy), a machine gun (for powerful or grouped enemies), an explosive device (usually the rocket launcher), and any other weapon of your choice.

Also, when offered the chance to pick up a new weapon, look through your current weapons. If you have a weapon that is out of ammunition or virtually so, ditch it in favor of the new weapon. This is especially true of new weapons that are carried by the majority of your enemies, because you will have a ready source of ammunition for them.

Using the Q-Specs

Your Q-Specs are an easily overlooked tool. Used properly, they can be as powerful as any weapon in your arsenal. They can help you pinpoint enemies in the dark, see through walls to scout ahead, or see in near-total darkness.

True, you can't wear them constantly because the battery doesn't last too long. But you should use them before walking into a new area. Lean out and put on the Q-Specs to look ahead. They recharge quickly, allowing you to use them frequently.

They are particularly effective when paired with the sniper rifle, the Commando's secondary firing option, or the P2K.

Strategy Basics



Your Q-Specs are a great addition to your list of gadgets. You can see enemies through walls...



...or see laser tripwires before you stumble into them.

Strafing

You have been sneaking around, moving through ventilation shafts, and staying one step ahead of the Drake's security forces. Sometimes you have to shoot it out with the enemy.

How can you hit the target if you are moving around? Strafe. Use the controls on your controller or keyboard to move in one direction while you keep the weapon trained on the target. Strafing will be a big help in multiplayer, as eliminating smarter and unpredictable human opponents is a trickier task.

Walking into a firefight and going toe-to-toe with the enemy is never a good idea, so is standing in one spot—it gives your foes too easy of a target. If you can keep moving, you have a good chance of avoiding the hail of bullets and keep Bond alive.

Be Bond

You'll notice that one of your scores at the end of the mission is for Bond moves. We've gone through and detailed all of these special moves in the guide so you can earn the extra points, but being Bond isn't just about accomplishing these moves in the mission. You'll have a lot more fun playing the game, and become much more involved in the world of Bond, if you try to think like Bond does. Don't go charging into the room guns blazing. Look for the ventilation shafts to gain access to the next room and sneak around to accomplish your mission objectives. Be Bond, the best 00 Agent in the world.



Console Walkthrough—Paris Prelude

It's a few minutes before midnight on New Year's Eve and 007 is on the case. French Intelligence Officer Dominique Paradis is being chased through the streets of Paris as she pursues evil-doers who are trying to deliver a bomb to the Eiffel Tower. MI6 has sent its number-one agent, James Bond, to help Dominique and prevent the bomb from going off.

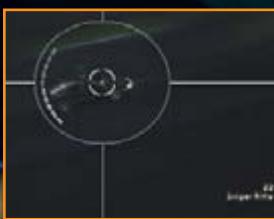
This mission serves as a quick primer to some of the controls and introduces you to some of the game's basic strategies and tactics. Get ready Bond, the fate of the world is once again in your hands.



Dominique Paradise is being chased through the streets of Paris a few minutes before midnight on New Year's Eve. Never fear, Bond is rushing to the rescue.

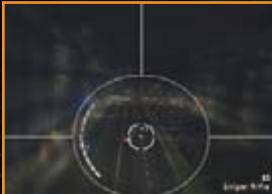


The mission starts with two cars chasing Dominique, guns blazing. Shoot the front tire of the lead car with the sniper rifle. The car spins out of control and takes the second car with it.

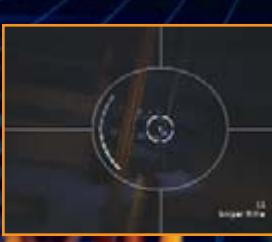


The path looks clear until another pursuer joins the chase. Shoot the enemy popping out of the sunroof. A couple of shots into the gas tank explodes the car, eliminating another of Dominique's tormentors.

There isn't anything to shoot for a while as the helicopter swings around to get ahead of Dominique. Take aim for a long-distance shot at another car with your sniper rifle. Shoot at the gas tank to take out this attacker.



The helicopter swings around again and Dominique's car jumps via a construction ramp. Shoot out the blue clasp holding the ramp in place. The bad guys fall to their doom.



This triggers a cutscene showing Bond picking up Dominique in the helicopter. Q drives Bond's trusted Aston Martin V-12 Vanquish via remote control to their position. Once you control the Vanquish, use the Q-Smoke to take out two pursuers and chase the truck with the bomb.



You race through the streets of Paris in pursuit of the truck carrying the bomb. As targets pop up along the way, use the Vanquish's missiles to take them out. Wait for the targeting icons to turn from white to red before you fire. Along the way, traffic pushes the Vanquish onto side streets and through outdoor cafes. Avoid the pedestrians.



As you race through the streets, watch out for the enemies' fire. Slow down to let enemies pass you by, then engage them with your missiles.



As you approach the bomb-carrying truck, Q activates the Q-Pulse of your Vanquish. Fire the gadget to take out the truck. It veers off into the river, and the crisis is averted. There is plenty of time left for Bond and Dominique to enjoy a glass of champagne at midnight.

The Exchange



Mission Briefing

Good evening, 007. A redesigned piece of missile guidance hardware intended for the orbiting US Space Weapons Platform has been stolen. NATO has advised that recovery is critical—should an unfriendly power “reverse engineer” this device, the platform’s global defense capabilities would be compromised. Recent intelligence implicates Rafael Drake in the theft. It’s hard to believe, as Drake is a respected “green” industrialist, whose company, Phoenix International, dismantles obsolete atomic reactors and decommissions nuclear arsenals. An allied agent planted in Drake’s organization reports that Alexander Mayhew, a British expatriate who heads Phoenix’s Japanese branch, is en route to Drake’s castle in Austria. The stolen guidance device will change hands tonight, during a formal gathering at the castle. Drake’s security teams are hardened men—as a 00 Agent, you may have to answer aggression with aggression. Good luck, Bond.

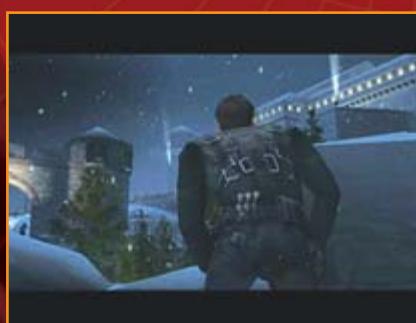


The Americans have lost a critical piece to their new Space Weapons Platform. Recovering it sounds like a perfect job for your favorite 00 Agent.

To reach the castle undetected, Bond performs a 30,000 foot HALO (High Altitude Low Opening) parachute drop.



Penetrate the defenses surrounding Drake’s castle to recover the device.

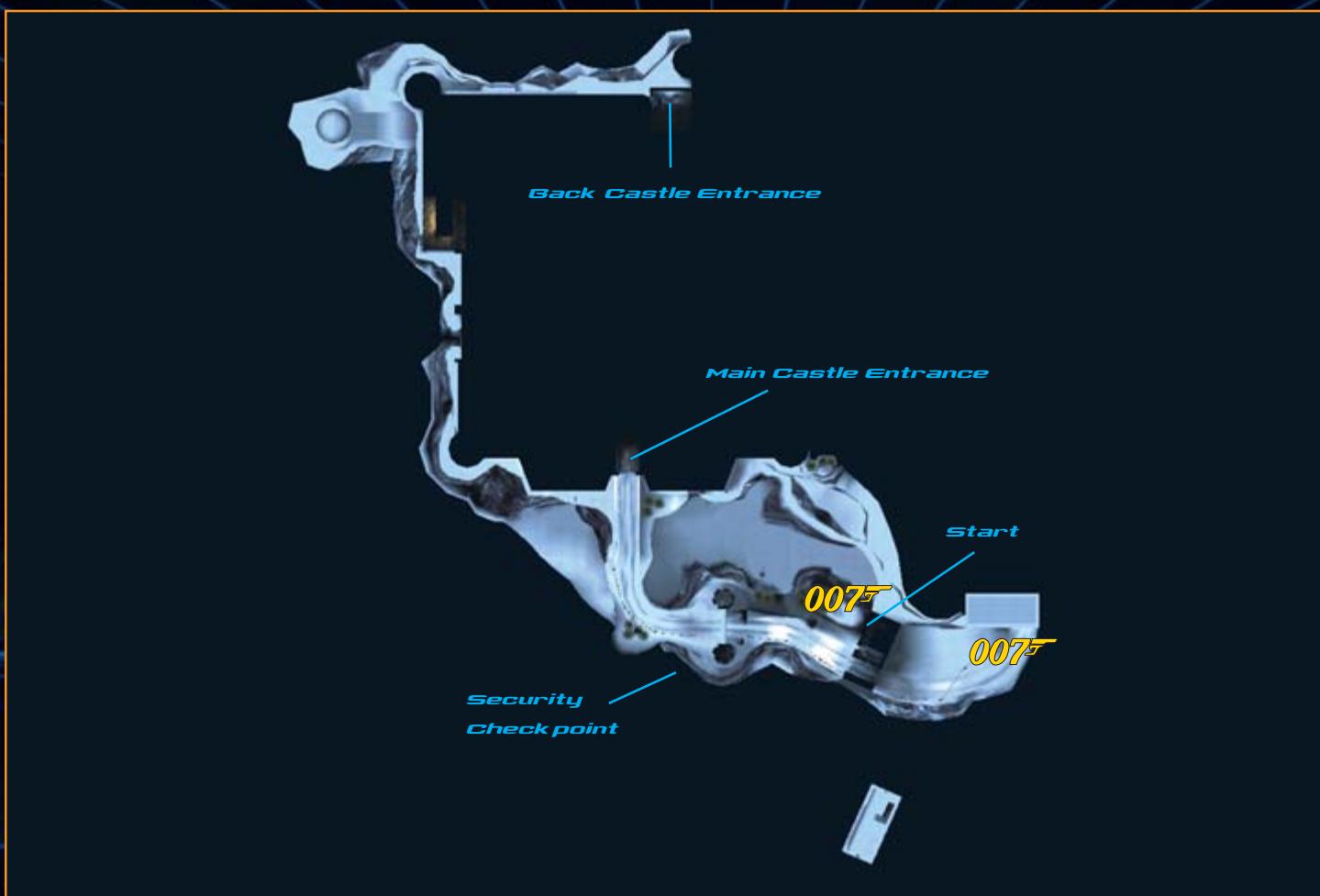


Once you land on the small rampart, the cutscene ends and the mission begins. Your first task is to breach the castle’s walls and enter the party undetected.

OBJECTIVES

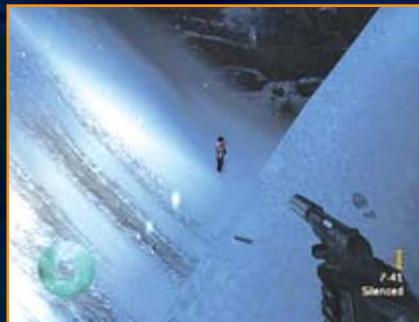
- Breach castle walls.
- Find a way inside to the party.
- Rendezvous with undercover agents.

- Spy on the secret meeting.
- Retrieve guidance chip from “safe room”.
- Escape with Zoe in gondola.

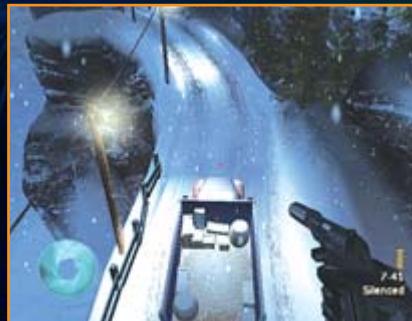


You gain control of Bond on this narrow bridge. The castle lies just up the road, but which is the best way in?

Or you could shoot this guard here. Your silenced Wolfram PP7 has enough punch to take the guard down with a couple of shots. Taking him out gains you a sniper rifle.



You could take these stairs that lead down to the road.



But the best way to get into the castle is via the truck coming down the road. Wait for it to a stop, then jump from atop the ledge along the bridge.

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TIP

Sneak up on the guards and make them surrender for bonus points. Approach them with your gun out, then put away when they surrender and knock them out.

Bond Move #1



Jump into the truck. Once you land in the truck, crouch down to prevent the guards from seeing you; ride the whole way to earn the Bond move.



Ride in the back of the truck. The truck stops at a security checkpoint. If you stay crouched down, the guards won't spot you.

Bond Move #2 Alternate Route

You can ride the car all the way into the castle and navigate the courtyards into the party. There are armor pickups and a 007 icon for the taking if you go in that way. Be careful; there are guards all over the place, and it is definitely a more arduous road to take. If you decide to go through the main door of the castle and head in through the courtyards, you can make your route a little bit easier. In the guard room, there is an electrical panel with a green wire. Use the laser to cut the green wire only. This will kill the power to the searchlights, giving Bond more shadows to move in as you make your way into the party.



Once you're past the security checkpoint—where the driver told the guards he was delivering wine to the party—wait for the truck to turn right. Jump out of the back of the truck and hurry down the short path. It's possible to ride the truck all the way to the castle and go through the front door, but getting into the party is difficult and you'll forfeit the opportunity for a Bond move.



As you approach the small ledge, a short cutscene is triggered. Everything is going fine until the snow crumbles beneath you, alerting the guards above. Lucky for you the guards don't

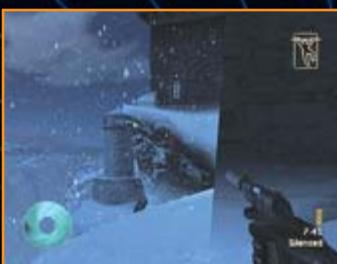
look in your direction. Once you have control of Bond again, head left along the ledge.



Walk along the castle's outer ledge. There's no point in keeping your gun out—you won't encounter any guards.



As you continue along the castle's exterior, watch your step! One wrong move and Bond will be history.

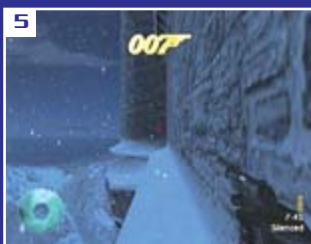


When you reach this part of the castle, an action icon appears in the screen's upper right. Use the pole to reach the other side of the crevice.

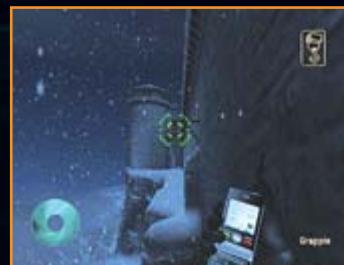


Once you have gotten past the windows, follow along the edge of the castle until you reach the second crevice. There is no pipe to climb along this time.

Bond Move #3



As you round this corner, you approach the next Bond move. You must sneak past three windows. Two guards patrol inside the castle right next to these windows. You have to time your movement just right—if one of the guards inside sees you, he will sound the alarm. Wait at the first window for a while to notice the guards' pattern. Wait for them to walk away from the window, but wait another fraction of a second after they disappear from sight. If you move too soon, the guards will spot you and trip the alarm. If you get past the three windows without being spotted, you earn another Bond move.



Lucky for you, Q branch has equipped you with a grapple. Select the grapple and use it to swing from the hook attached to the castle walls.



Ah-ha! You have found the back way in. If you tripped the alarm at any point along the way, two guards await in this room, so be ready.



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Go through the hole in the wall and up the staircase.



Head over to the wall and stay out of the searchlights. If a guard sees you, he will raise the alarm and you will have to shoot your way into the castle.

When you approach the door at the top of the stairs, equip your stunner. This Q-gadget is handy once you open the door.



Once you're through the door, run.



Move over toward the archway on your left. Watch out for the guard who patrols the area on the other side. Wait for him to start walking away from you, then move in. Use the stunner if you want, or ignore him and head to the party.

You need to cover the distance between the doors—a guard is coming up on one of his patrols. Use the stunner to knock the guard out.



CAUTION

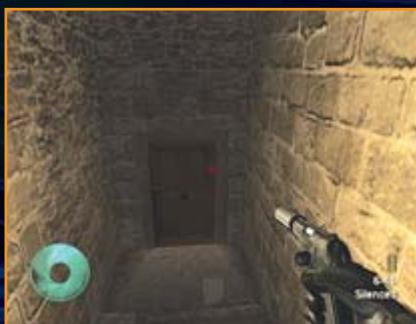
On Agent and OO difficulty, watch out for the sniper above this guard.



Head down the stairs to the door at the bottom. When you approach the door, you hear voices. Be on your toes—the castle is crawling with guards.



Blend in with the crowd inside the castle. The guards will notice if you have your gun out.





Introducing Kiko

Later on in the game, you will formally meet Kiko Hayashi, Mayhew's trusted assistant and bodyguard—but you can run into her here at the party. She's the stunning woman in the red dress in the gallery. Walk up to her and wait for a moment to trigger a quick cutscene of the exchange between Kiko and Bond.



Head back down the stairs and over to the library. There you run into Dominique, the French agent you previously rescued. She has infiltrated Drake's organization and has been getting information about his operations.



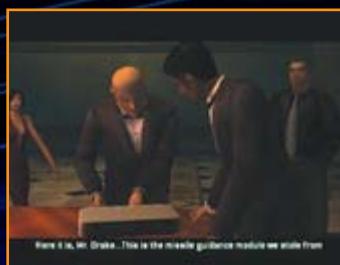
Head through the gallery and over to the staircase. You need to enter the library, but you can't until the guards move away from the library door. Climb the staircase and go through the door to trigger a

short cutscene. This gets the guards and the rest of the party guests over to the salon so you can enter the library.

Before you leave the room, pick up the armor on the table. You need all the protection you can get for an upcoming firefight.



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When you encounter the first guard, he knows a fight is coming. Once the firefight is over, take all of the ammunition and weapons the guards dropped. The Kowloon Type 40 has a bit more punch than your Wolfram PP7 and can fire in a three-round-burst mode.

TIP

Slide into view, take a couple of quick shots and then slide out of view. Watch your ammunition. The clip in your Wolfram PP7 holds only seven shots. You don't want to reload with guards shooting at you, so retreat behind the door when your clip is about to run out.

Move to the window at the end of the corridor and head outside.

Equip your Wolfram PP7 and get ready to take down a couple of bad guys.



Slowly approach the edge and make sure you have a full clip. Wait for your targeting icon to lock on to one of the two guards below. Once you are in range, take three quick shots to put down the first guard. Quickly change aim to eliminate the second guard.



When you approach this door, be ready for another firefight. More guards are on the other side. Use the same tactic as before—retreat behind the door when you need to reload.



Climb this staircase and open the door at the top. When you go through the door, you observe the exchange between Mayhew and Drake.

Bond Move #4

Once the two guards are eliminated, move over to the high wire and jump up to it. Bond swings down to the ledge where the two guards were standing. This triggers the final Bond move. Congratulations 007.





When you move through the door, depending how the fire fight went, there might be another guard or two inside.



Recover the Deutsche M9K machine guns the two guards were carrying. Slowly approach the edge of the ledge you are standing on. Several guards are below. Take them down with a few quick bursts from the Deutsche M9K.



Once the guards are out of the way, jump down onto the awning and from there to the ground. Pick up the ammunition and weapons from the ground and move over to the door.



At the first landing is a door with a security lock. Open the control panel for the lock and use the laser to destroy the circuit. When the circuit board is destroyed, the door opens.

CAUTION

Stand off to the side when you use the laser.

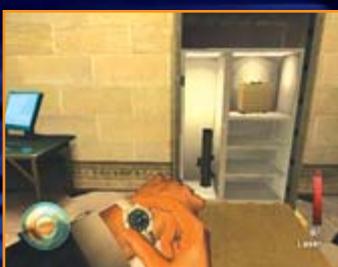


Ready the Deutsche M9K and take down the two guards inside. Strafe left to shoot, then strafe right to take cover to reload and to avoid the hail of bullets.

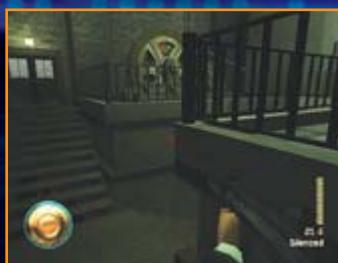
The Exchange



Once the guards have been eliminated, use the laser to take out the hinges on the safe. The AT-420 Sentinel rocket launcher and the guidance chip are inside. Take both items.



Before you leave the room, take the body armor at the foot of the bed.



With the guidance chip in hand, it's time to meet Agent Nightshade at the gondola and escape. Head back down the stairs and out the door.

Enter the gondola building and immediately go down the stairs to the gondola.



NOTE

If your body armor is low, pick some up from in front of the gondola. Be wary—this gives guards time to catch up to you and you'll have another shoot-out on your hands.



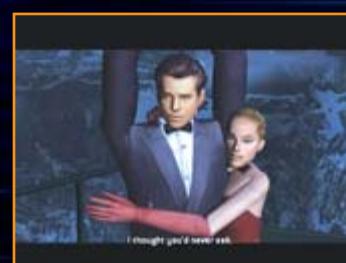
Enter the gondola where Agent Nightshade awaits. Once inside, shoot out all of the windows.



When the helicopter appears, use the AT-420 Sentinel to take it out. After you fire the missile, guide it to the target. Normally it takes several shots to bring the helicopter down, but aim for the tail rotors. They are more vulnerable to damage. Agent Nightshade tries to pin down the guards that appear back at the gondola station, but she might need a hand while you work on the helicopters. Fire a missile back at the control station and the explosion takes out any pesky guards.

TIP

Shoot missiles at the helicopter through the skylight; this will give you the best angle and the best protection from the helicopter's machine gun.



After the final shot, the helicopter starts its descent. It looks like Armitage Rook—the burly security guard you ran into at the party and the helicopter pilot—is out of the picture, or is he?

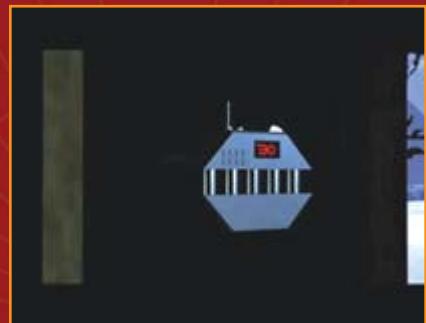
Alpine Escape

Mission Briefing

No lengthy mission briefing is needed for this adventure. You are on the run as you escape the castle where you stole the secret guidance chip. As Bond and Agent Nightshade flee the compound, they come across the guards' motor pool. Several armored snowmobiles here are the perfect way for Bond to escape. In this mission, Agent Nightshade drives while Bond shoots. Listen to Agent Nightshade as she calls out where the enemy attackers are coming from.



As Bond and Agent Nightshade flee the castle, they stumble upon the guards' motorpool, with several armored snowmobiles.



To limit the number of attackers in pursuit, Bond sets the timer on an explosive. Nightshade must start the snowmobile's motor.

Agent Nightshade drives while you man the weapons.

Listen to Agent Nightshade, as she announces the direction the attackers come from.



OBJECTIVES

- Escape from Drake's castle compound.



As Agent Nightshade starts the engine, several guards attack. Take them out quickly.



More guards appear as you progress.

NOTE

You can run out of ammunition, so don't keep the guns blazing—your accuracy will be low and your score will suffer.

Alpine Escape

Bond Move #1



During the firefight, the gondola Bond escaped in at the end of the previous mission slides into the scene along the right. Aim at the gondola's top, where it attaches to the suspended cables. This drops the gondola onto the attacking guards below and earns you your first Bond move.



Bond Move #2

Guards come from behind the large fuel tank on the left. Shoot out the fuel tank—aim at the light blue square on the left—it explodes. This earns the level's second Bond move.



Rotate your JL-7 machine guns to face the direction Agent Nightshade is driving. Ahead on the right is a small encampment of guards. Shoot out the fuel barrels next to them to get rid of them.

Bond Move #3



As you approach the second encampment, shoot at the fuel barrels at the base of the lookout tower. The tower comes tumbling down, earning your third Bond move.



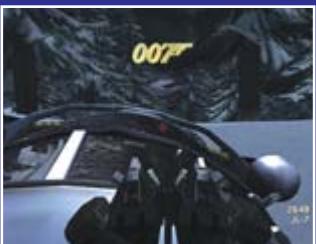
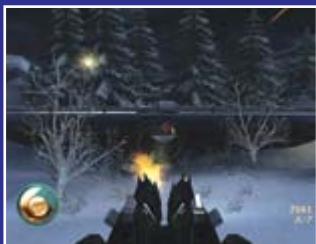
Several snowmobiles are chasing you now. Listen to Agent Nightshade as she tells you what direction they are coming from. Try to shoot at the gunner at the rear, rather than at the driver or at the snowmobile itself. If you can take out the gunner, you can move on to another target.



Several more guards attack as you and Agent Nightshade attempt to escape. Shoot them or the fuel barrels they are standing next to. Agent Nightshade eventually gets

the snowmobile started and you barely escape.



Bond Move #4

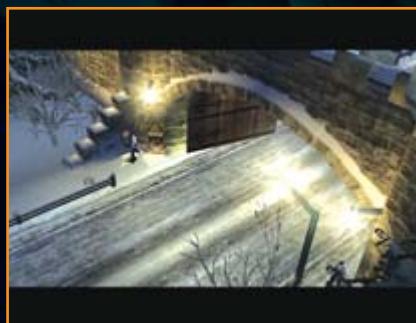
As you deal with the guards on the snowmobiles, Agent Nightshade calls out "They're up ahead." That is your cue. A van is crossing a bridge that has a sewer pipe running underneath it. Shoot out the grate covering the sewer pipe for the fourth Bond move.



Next comes a game of chicken with a guard on a snowmobile. Fire rockets as he zooms past.



Now it's a straight shot to another cutscene. The guards have blocked the path and Bond has to fight it out.



As you approach the large swinging doors, take out the guards up top first. Their missiles do a ton of damage. Keep the guns on them until they are no longer a threat.



Deal with the guards on the ground. Two on the left come out, then two on the right, then one more on the left.

Bond Move #5

You could deal with each guard individually, but here's a simpler way. Switch to the missile launcher and fire a volley into the doors. The explosion removes the obstacle and allows you to progress. But that's not exactly the Bond way. To earn another Bond move, shoot the control panel next to the door before it closes. If you can do this in time, the doors stay open and your snowmobile simply cruises right on through.



Alpine Escape



Of course, you could shoot the door out with the missile first, to avoid dealing with the guards. If you take too long, the helicopter approaches from behind and one of its stray missiles blows up the doors, but on harder levels this missile blows up Bond.



Once out of the chalet, you have a couple more snowmobiles to deal with. Watch out for the very last one. He's shooting missiles that do a ton of damage.

Lucky for you the helicopter gunner winds up hitting his own guys accidentally when he's firing at you.



Once you're past the doors, you have a short ride with the helicopter hot on your heels. Eventually you stumble upon this little chalet. Going around it would be the logical thing—but this is Bond.



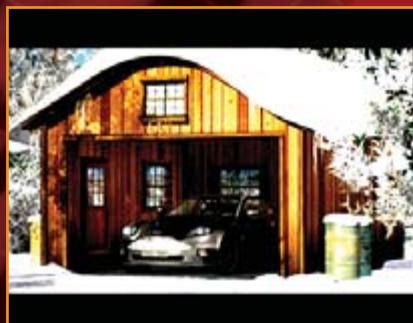
After evading the last snowmobile, you trigger the last cutscene. Bond and Agent Nightshade race down a small cave and jump through the pursuing helicopter. Way to go Bond, the second mission is over.



Enemies Vanquished

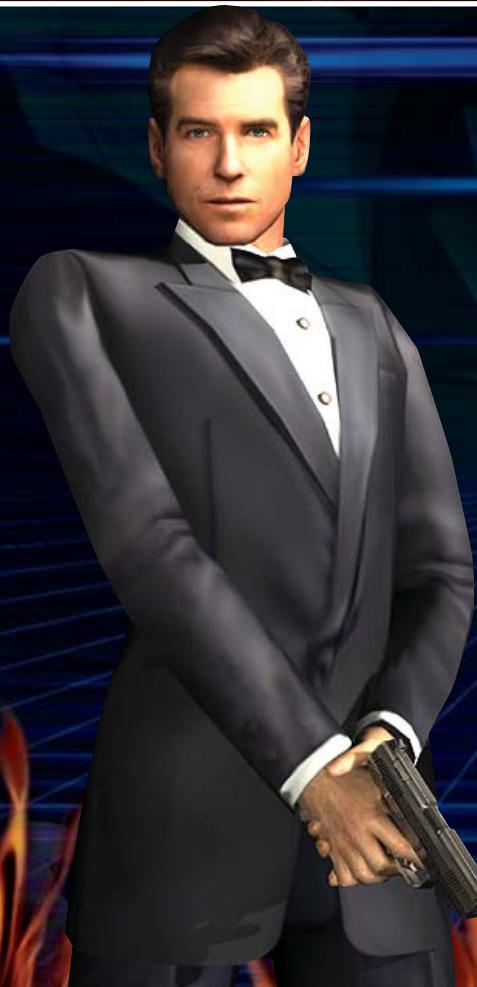
Mission Briefing

After a long night of rest and relaxation, Bond and Agent Nightshade are ready to leave, but Drake's men have other ideas. It's up to Bond and his trusty Aston Martin V-12 Vanquish to save the day. You have limited time to get to the rendezvous with Q. The local authorities don't take kindly to a high-speed chase running through their town, so watch out for the police. Because you are one of the good guys, you can't shoot at the police. Use your non-lethal weapons to take care of your pursuers and earn some Bond moves.



OBJECTIVES

- Avoid civilian casualties.
- Evade local police using non-lethal means.



As you drive your Vanquish down the streets, watch out for the armored snowmobiles giving chase.



Wait for the targeting icons to turn from white to red before you fire your missiles.

Enemies Vanquished



Be careful with your missile usage. There are a limited number of missiles scattered along the roadside.



After you deal with the first police car, a vehicle filled with Drake's goons pulls out in front of you. Put a couple of missiles into the car and move on.



As you approach the first turn, you will see a billboard along the right side of the road. A police officer waits for you there. Don't shoot at him! He's one of the good guys.



Eventually, you come along a bend in the road. Two shooters are on either side of a staircase leading to a row of shops. Take out the shooters with a couple of missiles and drive your Vanquish up the stairs.

Bond Move #1



After the police begin chasing, M lets you know that the Q-Smoke on your V-12 Vanquish have become available. Lay down a cloud of smoke to earn the first Bond move of this mission.



Bond Move #2



Jump your Vanquish over the railing at the end of the row of shops. This slick little move will earn you your second Bond move of the mission. Be careful when your car hits the ground; there are tons of pedestrians, lamps, and benches in the square below.



Two more cars join the pursuit. Hit them with a couple of quick missiles.



When you land in the square, you can drive through the restaurant at the far end. When you emerge on the other side, you rejoin the main road.



Shoot out the cars filled with Drake's goons as you rejoin the road.

Bond Move #3

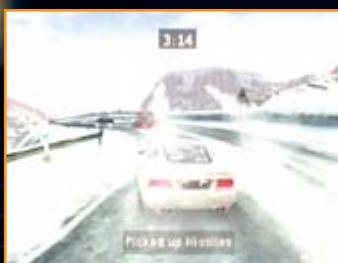


Another police officer waits for you at this turn. Get ahead of him and use your Q-Smoke to elude pursuit.



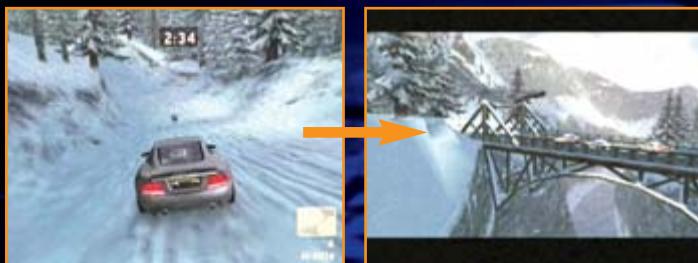
You are almost home free when you reach this tunnel. Stick to the middle of the road and get ready to make a sharp turn.

CAUTION
Keep your speed up! You have to make a jump up ahead.

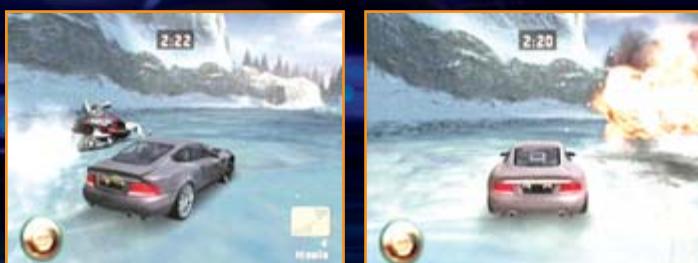


When you see this sign on the road, get over along the right shoulder; there is a crate filled with missiles that you can pick up here.

Enemies Vanquished



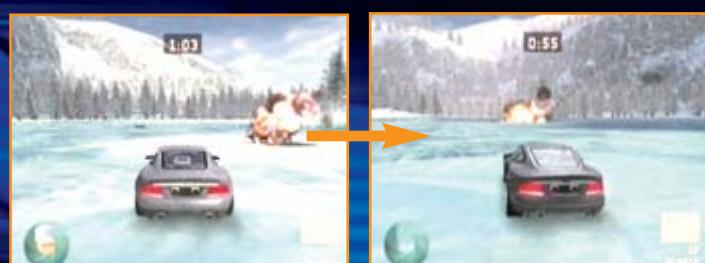
When you emerge from the end of the tunnel, you see a large police barricade blocking the road. Cut the wheels sharply to head down the side road just in front of the barricade. Pick up the armor waiting for you in the middle of this road. After a few moments, a cutscene triggers and shows you jumping over the bridge.



Several more armored snowmobiles pop up along your path. Try to conserve your missiles at this point by switching to the Vanquish's machine guns. Keep the car moving from side to side to avoid the enemy's return fire.



Watch out for the shooters on top of this bridge. Take them down with a couple of quick missile hits.



Eventually, you reach the extraction point. Several helicopters and armored snowmobiles wait for you there. Take them out quickly; time is running out.



As you race around the frozen lake trying to take out the enemy, keep your eyes peeled for armor and missile crates. These will keep you alive as you whittle down the attacking forces.



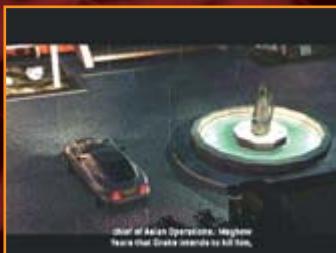
When you have eliminated the last attacker, a cutscene shows your escape.



Double Cross

Mission Briefing

Bond, MI6 has been contacted by Alexander Mayhew, Rafael Drake's chief of Asian operations. Mayhew fears that Drake intends to kill him, holding him responsible for their little "setback" in Austria. In exchange for our protection, Mayhew will deliver evidence exposing Drake's master plan, code-named "NightFire"—a scheme that Mayhew insists threatens global security.



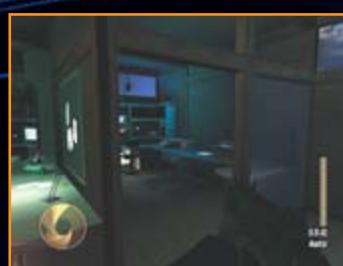
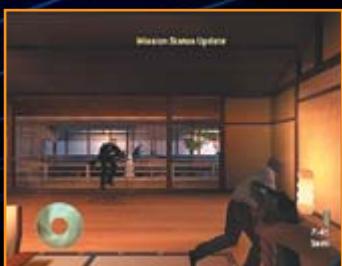
Mayhew wants out, and it is up to Bond to escort him. In this mission, you are introduced to another *NightFire* main character: Kiko Hayashi, Mayhew's bodyguard.

MISSION OBJECTIVES

- **Escort Mayhew to bunker.**
- **Destroy Mayhew's computer.**
- **Rescue geishas.**
- **Find door to servants quarters.**
- **Find dragon safe contents.**
- **Rescue Mayhew's servants.**
- **Find door leading to Mayhew.**
- **Defeat the assassin.**



Double Cross



Things start out bad. As you talk to Mayhew, three of Drake's goons come busting through the windows. Shoot the guards quickly. Pick up their weapons; you'll need the extra firepower.

Turn left and go into the small room. You can use the security cameras to get an idea of where enemies are and what they are doing. Pick up the armor.



Pick up the ammunition on the table before you leave the starting room.



Watch out behind you. Two of Drake's goons are approaching. When you eliminate one of them, a smoke grenade goes off, giving you some cover as you take out the second guard.

Keep moving; the smoke obscures the guard's vision, but it will not stop enemy bullets. Once the guards have been cleared out, go back to the console. There are security cameras there. Press the action button to see what they can see and use the manual aim control to move the cameras around. This will help you scout the level.



Once you have eliminated the three guards, follow Mayhew to the next hallway. He tells you that he's not going anywhere until you check out the path ahead.

As you approach this door, a cutscene plays, telling you the guards are ready for your approach.

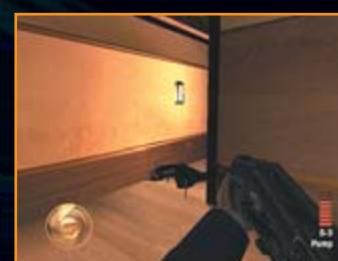




Open the door and quickly retreat, firing your weapon along the way. Duck down the hallway for cover as you eliminate the guards on the other side.



After you take care of the first group of guards, Mayhew shouts out that you need to head to the right. Before you move out, though, pick up the weapons and ammunition.



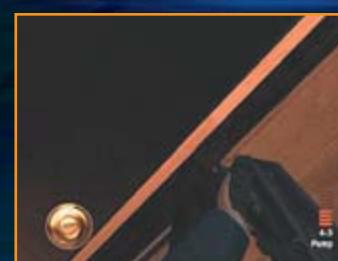
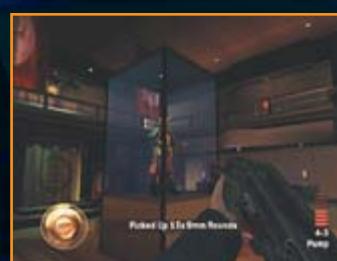
Shoot the guards as they come around the corner. The combat shotgun does a nice job of taking them down.

TIP

Use the Frinesi in pump-action mode; in automatic mode, the gun fires a ton of ammunition quickly and inaccurately.

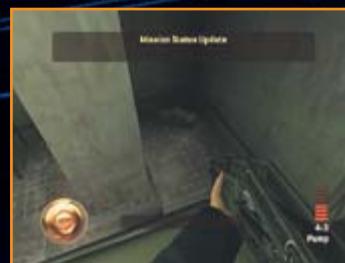


One of the weapons should be the Frinesi Automatic 12, a combat shotgun that proves to be effective at short range. When you round the corner, there should be two more guards. Use the combat shotgun in pump-action mode to take them down.



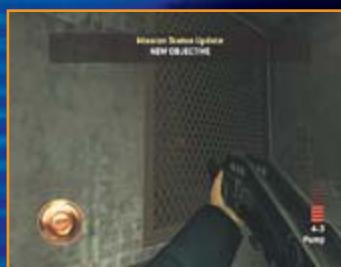
Get rid of the rest of the guards in the next room. Watch out for the one on the balcony above. If you enter the room slowly with your gun aimed at the ceiling, you can pick him off before he can get a shot at you.

Double Cross



Once you take care of the last guard, Mayhew opens the secret door to his underground bunker. This will keep him safe while you clear out the building.

Pick up the armor at the foot of the bed if you need it. Hop on the bed and go into the corner of the room. You can find some ammunition tucked out of the way. You can also use the security cameras in the bunker to see what is going on in the rest of the level. Take a look over by the gong, there is a weapons stash that you could pick up there, including a sniper rifle.



From the bed you can open up the grate covering the ventilation shaft. Hop into the air ducts and head on up.



You can use the stunner or your silenced PP7 to take out the guard standing beside the rock. Be careful as you sneak around on this level. There is a sniper on top of the viewing pavilion, and his deadly accuracy can end your mission quickly.

TIP

Take out the Yakuza that is threatening the hostage. If you don't, he will eliminate the hostage and the mission will be over. There are several other situations in this level where a Yakuza has a hostage pinned down. Always go for these guys first. Use flash grenades or the shaver to stun your enemies.

Bond Move #1



You can enter the water and take out the guard from underneath the bridge. Be careful, though; he is in view of the other guards, and they can start shooting at you. Pick up the ammunition before you head inside. There's a sniper up on top of the viewing pavilion. This level can be quite tricky, but you're Bond...James Bond.



Pick up the fallen ammunition and grab the body armor over in the corner if you need it.

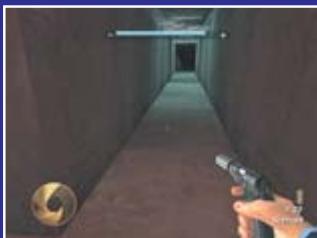


Go in the direction you saw the servant girl flee. Several guards will shoot at the girl once you appear. Take them out quickly to keep her safe.



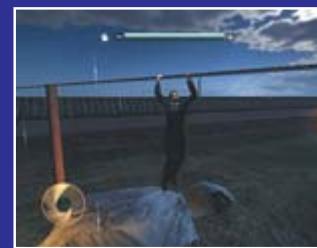
Stay in the water and go under the bath house.

Bond Move #2

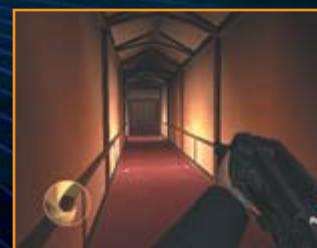
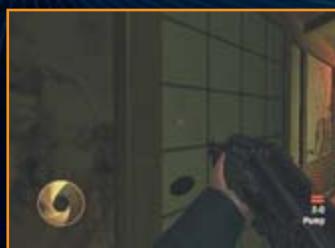


Climb the ladder and enter the bath house. Take out the guards quickly and earn another Bond move.

Bond Moves #3 and 4



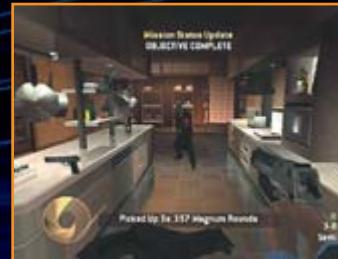
The other geisha girl is in the kitchen. Use the sniper rifle to take out the Yakuza threatening her to earn a Bond move. Shoot out the globe lanterns and use the rope to enter the small house on the other side of the water to earn another Bond move.



Be careful when you enter this door. Guards are in the hallway on the other side, and they will attack when you approach.

Double Cross

Shoot Mayhew's computer to achieve one of your objectives.

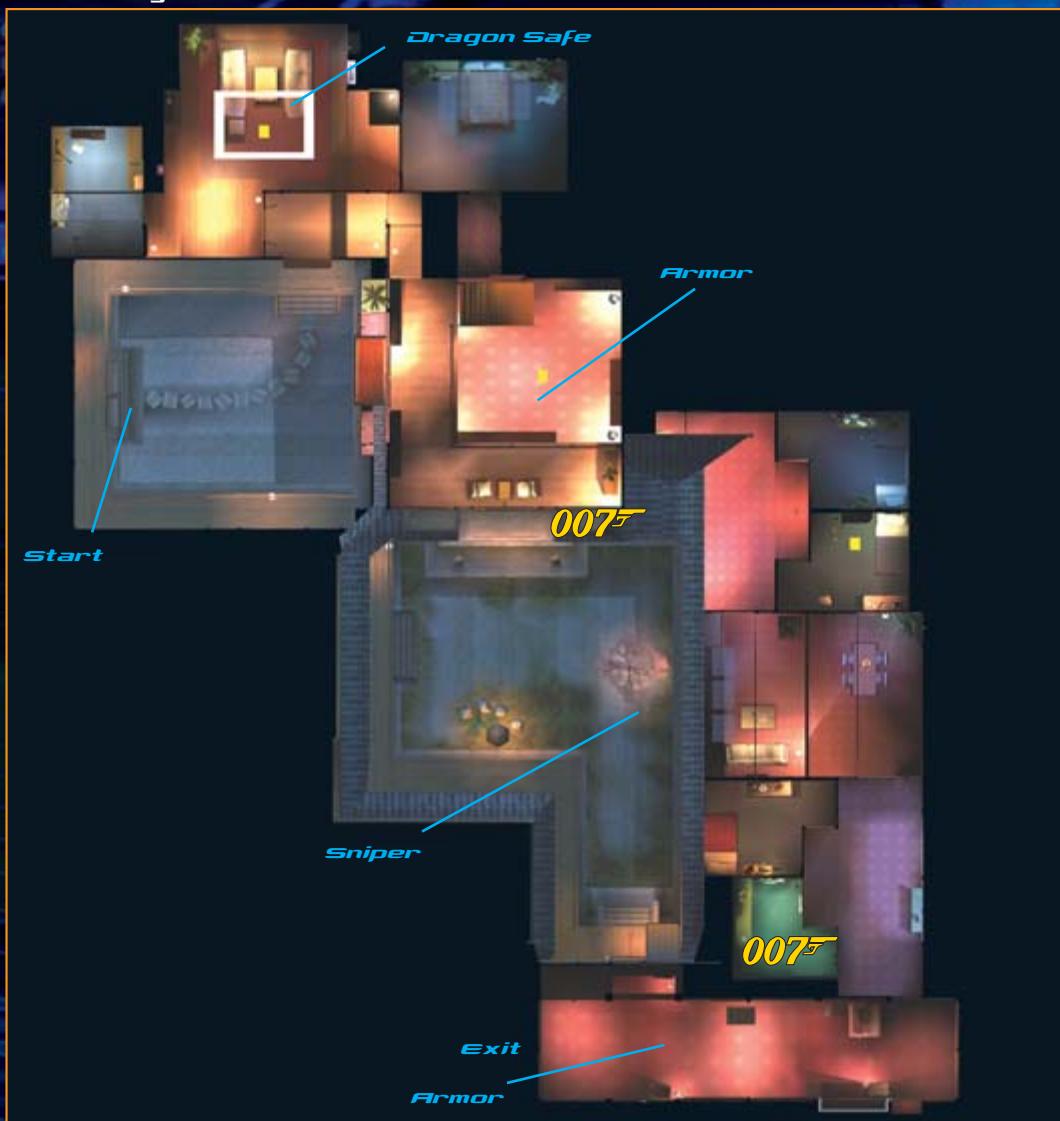


Move into the room and take out the guards and free the remaining geisha girl. You can earn bonus points if you can sneak up on these guards and punch them, rather than shoot them.



Before you open this door, equip the flash grenades. Quickly enter the dining room and toss the flashbang into the kitchen. This should stun the three guards there.

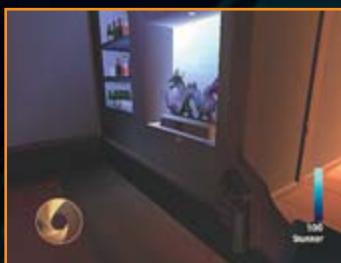
Open this door to enter the next portion of the level. Good job, Bond; it's been a tough battle so far, but the mission isn't over yet.



Equip one of your handguns as you rush through this doorway. Take out the guard quickly.



Get rid of the guard in the bedroom and head back to the lounge area. The safe that Mayhew talked about is sitting right there. Feed the key to the dragon to pick up the code key.



Be ready for a firefight when you pick up the code key. The enemy must be monitoring the safe, because several goons come rushing in when you empty the safe.



You hear the voices of the guards as you turn this corner. Get a flash grenade ready and toss it into the room. Shoot the stunned guards when you enter the room.



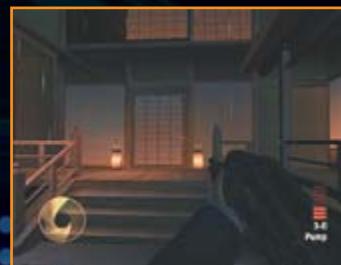
Climb the stairs and take out the two guards up there. Be careful when you approach the door. A sniper is on the roof across the courtyard.

TIP

Use stun grenades to disorient the hostage takers.

Bond Move #4

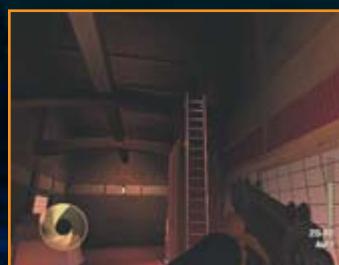
There is another Bond Move you can earn here. Use the thermographic lenses and take a look around. There is a secret entrance in the library that will lead you to guards that are holding the final servant hostage.



Head back downstairs and cross over to the doorway on the other side of the courtyard (near where the sniper appeared on the roof).

Toss a flash grenade into the room and close

the door. The flashbang will stun the guards, making them easy work for you.



Pick up the armor on top of the shelves in front of the open window in that room. Head up the ladder and use the rafters to climb out onto the roof.



Double Cross



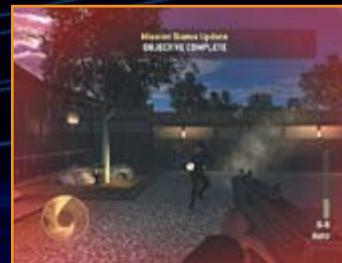
Bond Move #5



Hop along the roof and shoot out the window and the guard below. This will trigger a Bond move. Hop down and take out the guards below.



Open this door and cross over to the door on the other side of the courtyard. This leads to Mayhew and triggers a short cutscene. Don't rest; the mission isn't quite over.



Mayhew is dead. Defeat the assassin by moving around the courtyard as you shoot.

NOTE

If you allow the assassin to get in close, that sword will really carve you up.



Night Shift

Mission Briefing

Alex's code key and password should get you into the Phoenix mainframe...but they'll have everything locked down by the time you get there. You've got three new items from Q Branch to aid in your entry to the building: a dart gun to tranquilize the guards; a decryptor to defeat any code-locked doors you encounter; and the Q-Worm, a virus that will help MI6 infiltrate their computer network.



Kiko and Bond ride off in the Vanquish to the headquarters building of Phoenix International.

The cutscene shows Bond sneaking into headquarters by hiding underneath a security van that enters the building.



You get a few new gadgets on this mission: a dart gun, a decryptor, and the Q-Worm.



OBJECTIVES

- Prevent the security guards from raising the alarm.
- Get to the lobby and activate the main elevator.
- Take the main elevator to the office floor.
- Install Q-Worm on the office computer systems.
- Find the security center and unlock exterior door.

NOTE

Choose your weapon carefully! Use the dart gun, not your trusty PP7. If you shoot your gun at any point in the early parts of this level, the mission will be over. Use stealth.



There is no time to waste. Follow the guard on his patrol through the underground parking area. Pick up the 007 icon here before you head upstairs.

Night Shift



No need to shoot him. You have a limited supply of tranquilizer darts—don't waste them.



Follow the guard until he reaches the elevator area. Walk up to the elevator and press the button. When the elevator arrives, enter and press the button to go up a floor.



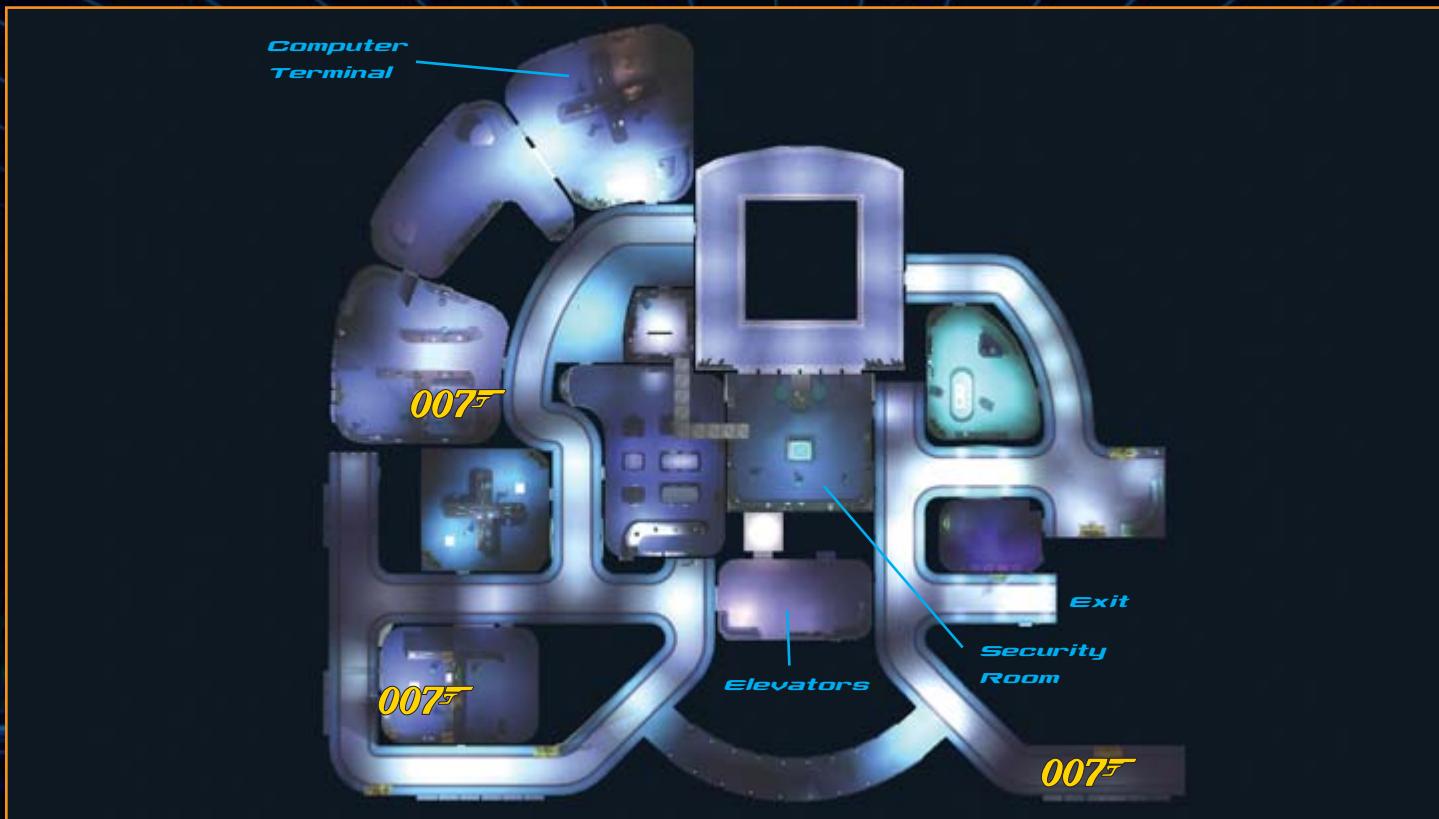
You are aiming for this room. It is the first-floor security room. Enter the room via this door. Look through the window before you go through the door to make sure there isn't a guard waiting inside.



Once inside, you will see a bank of three computers. First go to the one on the right and activate the main elevator. Go to the one on the left to deactivate the laser trip wires on the upper level. Look around the room to find the body armor on the counter. You will need it later in the mission.



With the main tower elevator activated, you can now make a run for it. Don't worry about shooting any more of the guards; if you can swing it, save the ammunition for later on in the level. When you enter the elevator, the next scene of the mission loads.



When the elevator reaches your floor, you need to quickly get a sense of your surroundings. Remember, you can't let the guards raise the alarm. Use the dart gun and the stunner to knock out unsuspecting guards.



As you move down the hallway, you pass many closed office doors. Leave them alone; you don't need anything inside. Watch out for the video surveillance system (as noted by the red beam coming out of the rotating camera). If the camera lingers on Bond, the alarm will sound.



As you move out the door, a guard comes out and walks away from you. Don't bother shooting this guard, either; if you take the turn to your right, the guard won't see you at all, and you can save the ammunition.

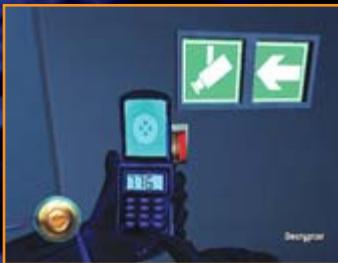
Your destination is room 70E.



Night Shift



Enter the office and approach the computer with the red glow about it. Accessing this computer will let you load the Q-Worm into most of the network.



Equip Q's Decryptor and leave room 70E. Move over to the locked door and point the decryptor at the locked panel. Press the trigger to start getting the combination. Slowly the combination will appear on the screen and the door will unlock.



Head through the door and follow the security guard around to the other side. There really is no need to tranquilize him, but if you have the ammunition, you can.

Bond Move #1

Exit room 70 E and cross over to the janitor's closet across the hall. You can pull down the vent cover here and grapple up into the ventilation shaft. This will earn you another Bond move and provide easy access to the security center.



The entire time that you have been lurking around the building, that voice has been telling you how much time is left in the laser trip wire system's power-down cycle. If the time counts down to zero before you reach the security center, you must use the IR mode on Q-Specs to see and avoid them.

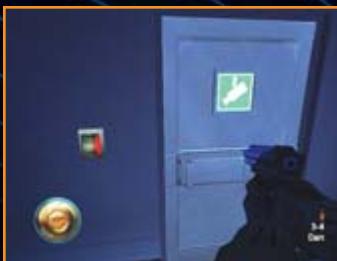
Use the offices to work your way around the laser trip wire systems if they are active.



This pathway looks clear, right? Wrong. Check it out with your infrared sunglasses. There is a laser trip wire moving along the floor. Jump over it.



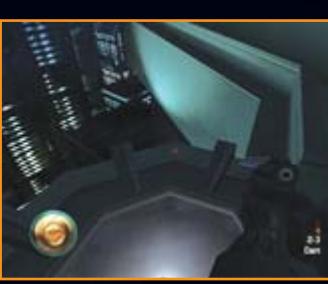
Take out this guard as you move past the laser trip wire along the floor.



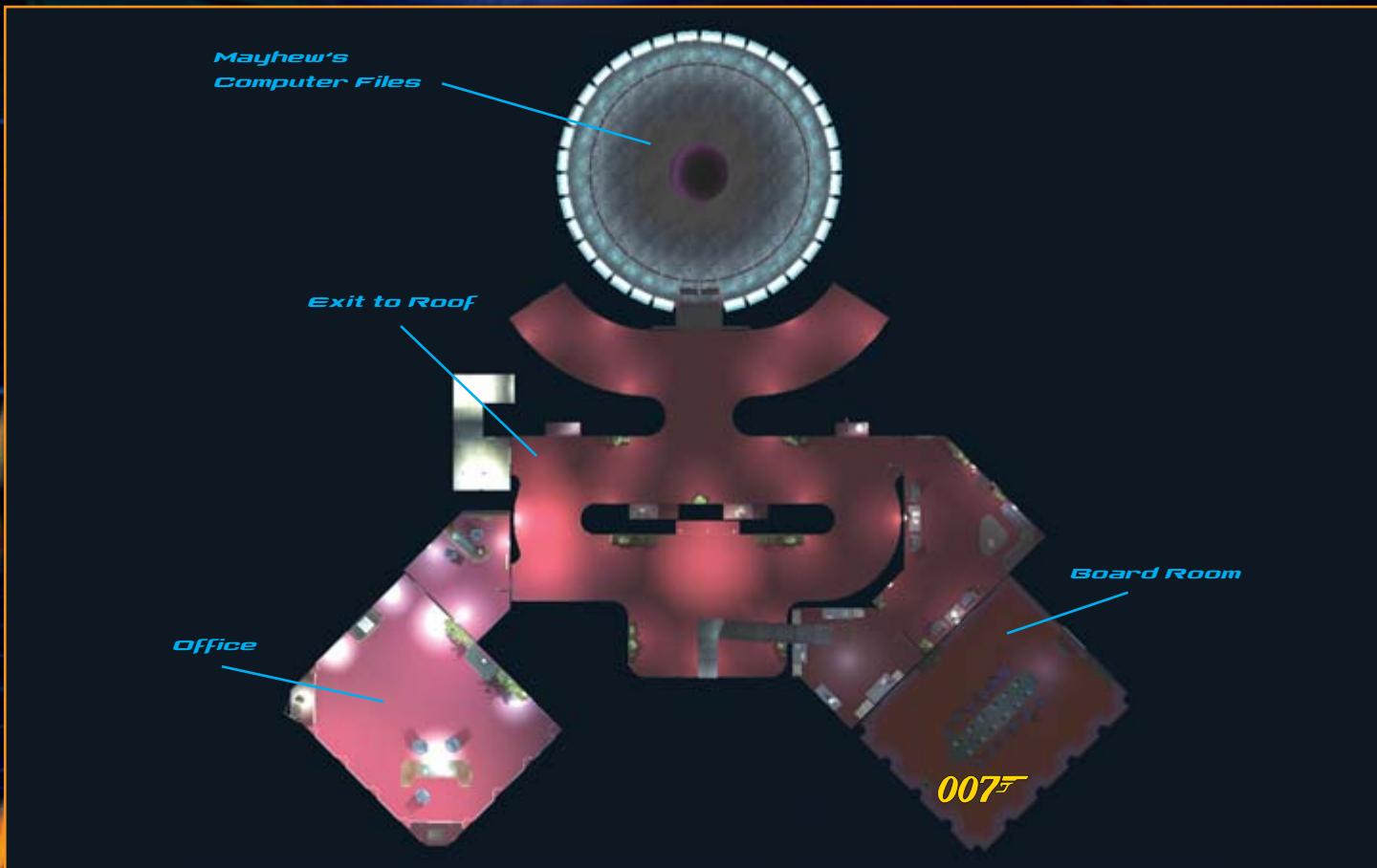
Use the decryptor tool on this door to get into the security center.



Move along the wall to the gap between the ledges and wait for the elevator to come down. Jump on top of the elevator and ride it to the top.



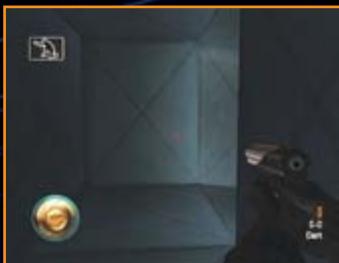
Once inside the security center, move over to the computer terminal. One will unlock the tower exterior, the other will deactivate the laser trip wire system on the upper level. Head for the stairs outside.



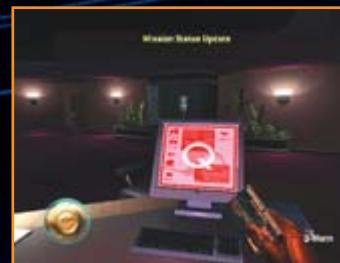
Night Shift



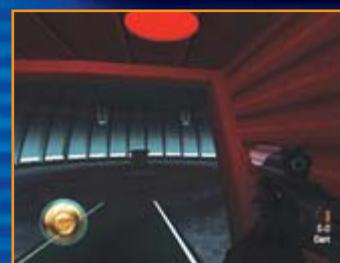
When the elevator reaches the top, find the small ventilation shaft that you can crawl through. Crouch and travel through the shaft to the janitor's closet inside.



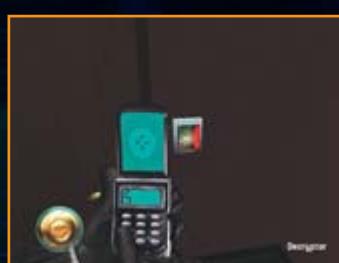
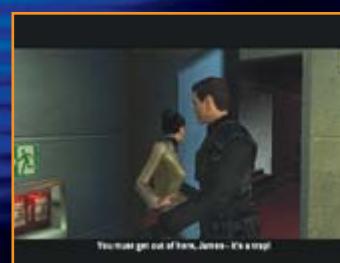
Go to the computer and upload the Q-Worm again. Objective complete. Pick up the Scorpion rocket launcher before you go. I wonder what this could be for?



Exit the janitor's closet, through the office, and out into the hall.



Open this door (you got the key from the dragon safe) and activate this console inside. Don't linger in this room. The guards will be rushing upstairs, and the automated sentry guns in this room will activate.



Carefully walk down the hall, sticking to the walls. Video cameras are all over the place. You must use the decryptor to enter the office.

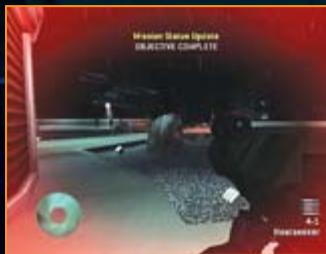
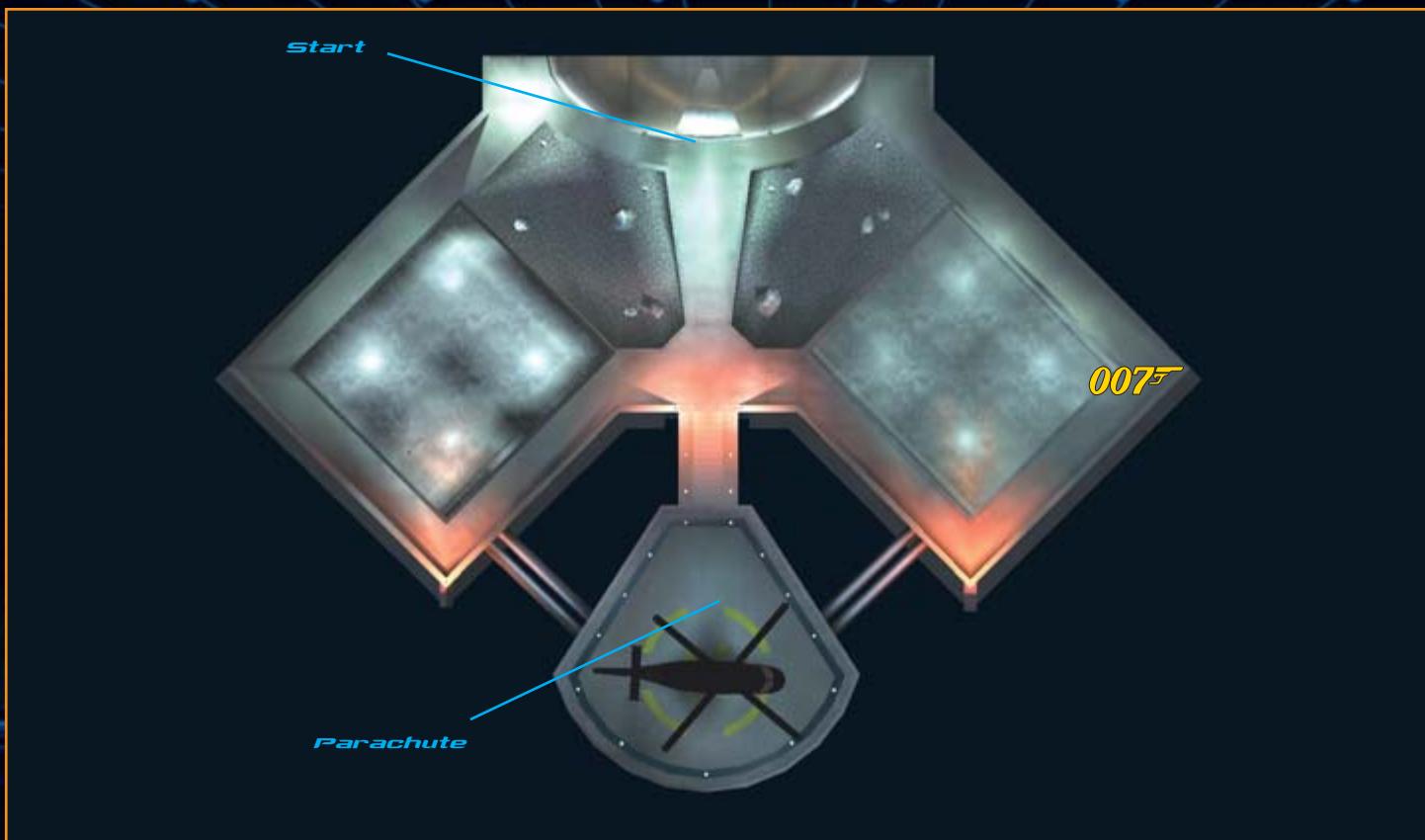
With the guards coming up and the alarm raised, you must go up to the roof. Head for the stairs. When you reach the door, you run into Dominique. She tells you that there is a parachute on the roof. Perfect.

CAUTION

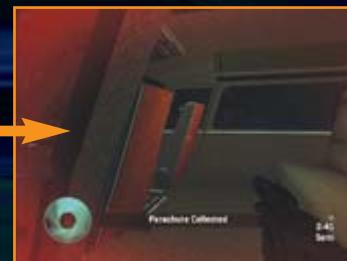
Make haste. If you linger in the hallway, the video cameras will spot you and the security systems will be activated.

CAUTION

There are lasers all over this room. If you haven't turned them off, use the Q-Specs to see them.



A ton of guards are on the roof. You could make a run for it; the second helicopter on the right is unguarded and holds a parachute. But that wouldn't quite be Bond's way, would it?



Bond Move #2



Use the Scorpion to destroy the airborne helicopter for another cool Bond move. Unfortunately, you don't have a lot of ammunition, but these are guided munitions.

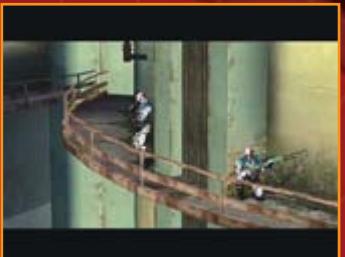


With the helicopter in the air destroyed, run toward the helicopter on the ground. Pick up the parachute inside and simply jump off the building. Mission is over. Good job, Bond.

Chain Reaction

Mission Briefing

MI6 has decrypted the *Nightfire* files and they don't look good. Bond's job is to sneak into the facility and find out even more evidence of what is going on.



Your job will be to infiltrate this nuclear power plant that Drake is supposed to be decommissioning.

MISSION OBJECTIVES

- *Investigate building ST-1.*
- *Photograph the jetpack prototype.*
- *Advance through Warehouse TR-2.*
- *Investigate building ST-3.*
- *Photograph the laser prototype.*
- *Destroy CS Door with the mounted laser on catwalk.*

As you move along the roof on your way in, you observe Drake giving an interview to a pretty, young reporter. As soon as she is gone, the snipers come out and the security at the facility is tightened up. Your first order of business will be to take out all those snipers.



If you want to go far in this mission, you must take out the snipers patrolling the rooftops of the various buildings.



TIP

Before you take your first shot, check out the area and find the guards that need to be taken down. Go for the guards to the right of your starting location first.



Stay crouched and move to the other side of the ventilation shaft; two more guards are observing the scene from high above. Take out both.



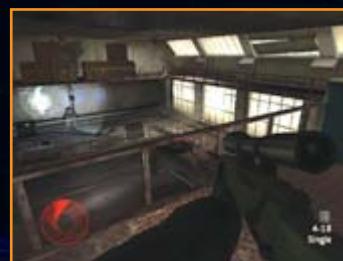
Move back along the building to the ventilation shaft at the rear of the building.

Bond Move #1

Use the laser to take off the hinges holding the cover onto the ventilation shaft. Drop down into the building below to trigger another Bond move. Stay crouched because there are tons of guards down there.



When you drop into the warehouse, stay crouched behind the boxes. There are tons of guards patrolling down there, and you need the cover of the boxes to stay alive.



Once you have taken down all the guards, move out from your hiding spot and collect their fallen weapons and ammunition. Your objective is to get to the rocket pack at the end of the warehouse. Get in close and snap a picture to fulfill the task.

With the picture taken, use the security cameras.

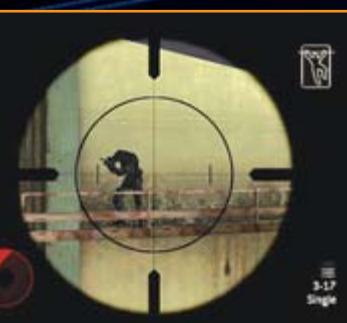
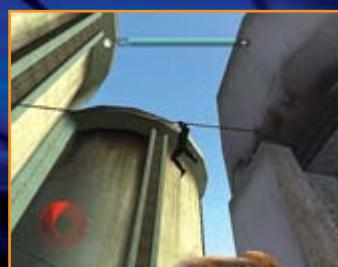
They have special motion sensors to help you spot the snipers scattered throughout the level. Then head down to the main floor and make your way out of the building via the stairs.



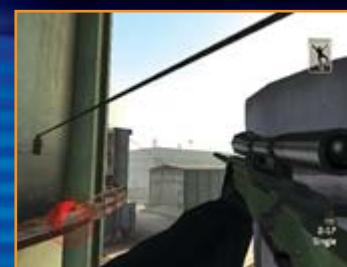
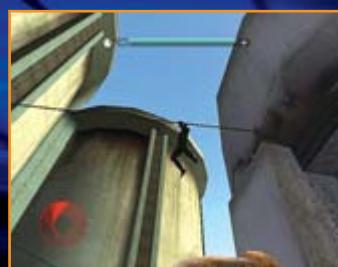
Chain Reaction



Look out for the shooter on the other tower before you cross over on the cable. Take him down with a quick shot.



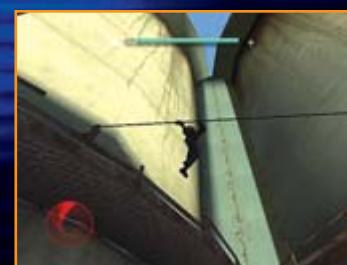
Be careful as you head back outside. There is a shooter in the guard tower around the corner. Take him out with a quick shot and pick up the ammunition.



Cross over to the other tower and advance to the cable that will take you over to the warehouse labeled TR-2.

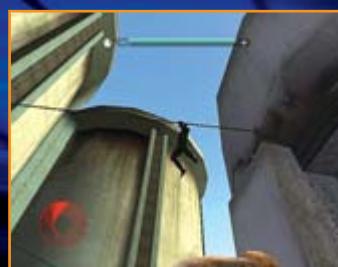
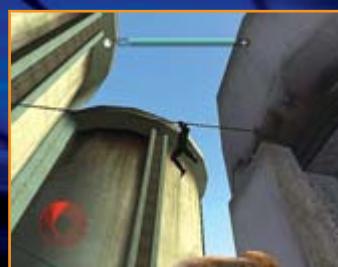
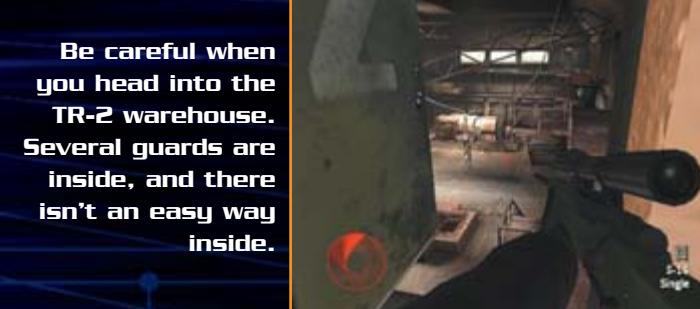
Goodies

You can use the zipline to cross over to the building with the turbine in it (see the level map). Grapple up to the catwalks and use your laser watch to blast the latch off of the old turbine in the middle to pick up a lot of goodies including some armor, a Ronin suitcase gun, and the crossbow (in the rafters).

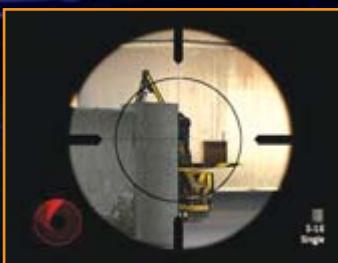
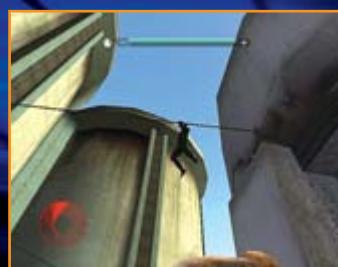
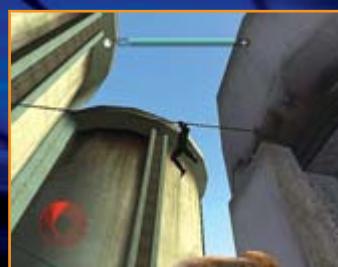


Use that cable to cross over to the TR-2 warehouse.

Be careful when you head into the TR-2 warehouse. Several guards are inside, and there isn't an easy way inside.



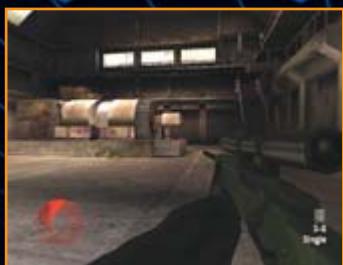
But that isn't the only shooter you need to worry about. A sniper is up high and off into the distance. Take the shot now before you advance, or you will be eliminated.



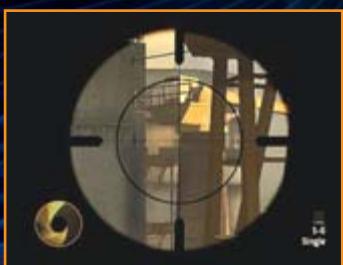
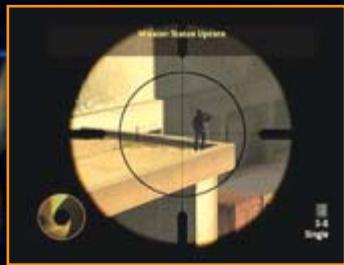
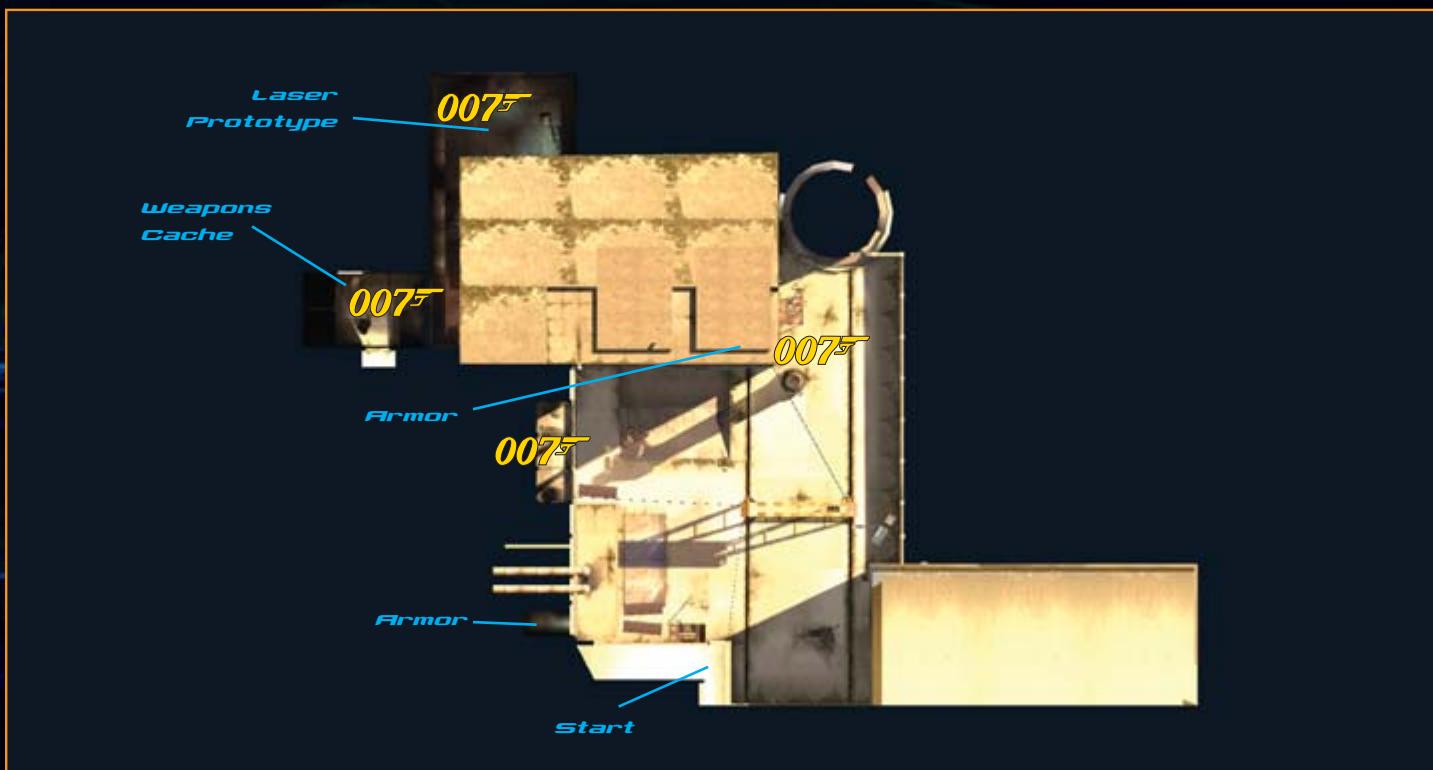
Look out for the two shooters at the forklift. The first one is on the forklift, and the second is hiding behind it. His leg is the only part exposed, but that is enough to take him down.



Climb up the ladder and walk around the catwalk to where the cable ties the two towers together.



Take out the guards at the first-floor balcony. Use the fallen beam to head up to the door. When you head outside, a short cutscene plays. The snipers you took out earlier have been found missing. From now on, the guards will be on a higher state of alert.

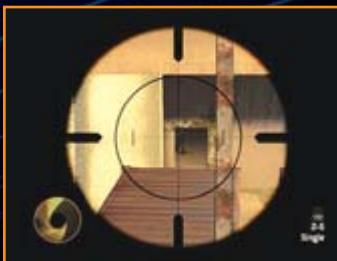


There are several snipers patrolling this area. Quickly take them down. If you take moments to crouch (like when you are reloading) you can survive this encounter.

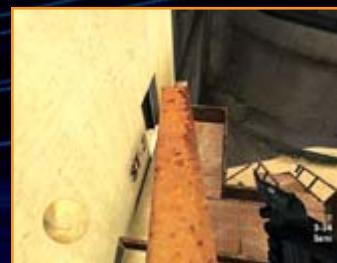
TIP

You need to get to the crane. To get there fast, use the Q-Grapple from the top of the forklift—the grapple icon shows when you're in range.

Chain Reaction

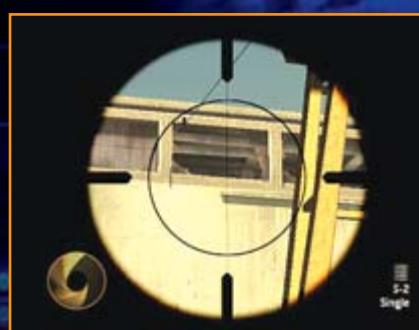


Once the readily apparent snipers are history, move down the ladder and over to this little doorway. There is a guard, some ammunition, and some body armor there.



This swings the crane over so you can walk over to the doorway that will let you into the final building. You can also jump up to the roof from the crane. This will allow you to pick up the ammo the snipers

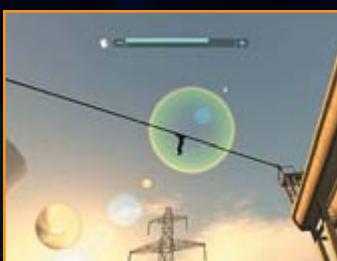
dropped on the top of the roof, and you can move over to the windowed room from which the snipers attacked you. There is a weapons cache there.



As you move over to the crane, look for snipers shooting from these three windows. Take them down before you start climbing to the top of the crane.



Climb up the crane and crouch down immediately. Several snipers are on top of the building across from the crane. Be quick about it. You don't have very much cover up here on top of the crane. Luckily, you picked up that body armor; you'll need it.

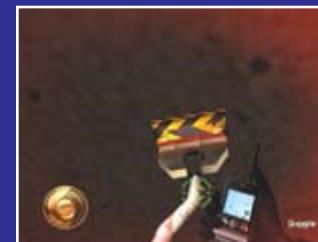


Use the cable to cross over to the other crane. Enter the cab and activate the controls.

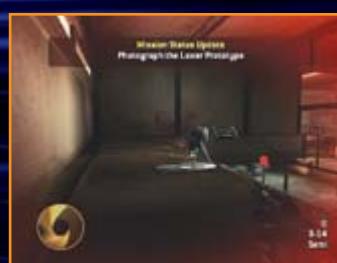
Enter the room to your immediate left. Grab the body armor there.



Bond Move #2



Activate the controls to start the overhead crane moving inside the warehouse. Then use the Q-Grapple to grab onto the hook on the warehouse ceiling. You can now drop onto the crane when it travels beneath you and complete the Bond move. Way to go.



Ride the crane over to the area where the laser prototype sits. You need to photograph it to complete one of your objectives. Be quick about it; there are lots of guards in this warehouse.



Use the laser prototype to cut down the guards. It will overheat if you fire too long. If it gets too hot (watch the red bar on the right side of the screen), you must wait until it cools.

TIP

Use explosive barrels to your advantage—shoot them with the laser.



After you mow down a large group of the guards, use the laser prototype on the door labeled C-5. The metal will superheat and the door will explode.

With the door out of the way, run through the opening. Several guards continue to shoot at you, so you must move quickly.



Once you get down the hall, a short cutscene is triggered. Bond escapes from the power plant with the evidence in hand. MI6 needs to see all this information; Drake definitely is up to no good. As Bond escapes, he is picked up by Mayhew's former bodyguard Kiko Hayashi. Unfortunately, as you are about to learn, she's working for Drake.

Phoenix Fire

Mission Briefing

Kiko brings the subdued **Bond** back to the headquarters building of **Phoenix International**. **Drake** means to kill both **Bond** and **Dominique Paradise**. Hidden security cameras caught her helping **Bond** during the **Night Shift** mission. **Dominique** and **Bond** struggle to break free of their captors and **Bond** is able to jump free—down to the glass elevator you used to reach the top of the tower in the last mission. **Bond** must escape the tower to complete this mission, and the task won't be easy. The guards are on high alert, and it will be a shootout all the way.

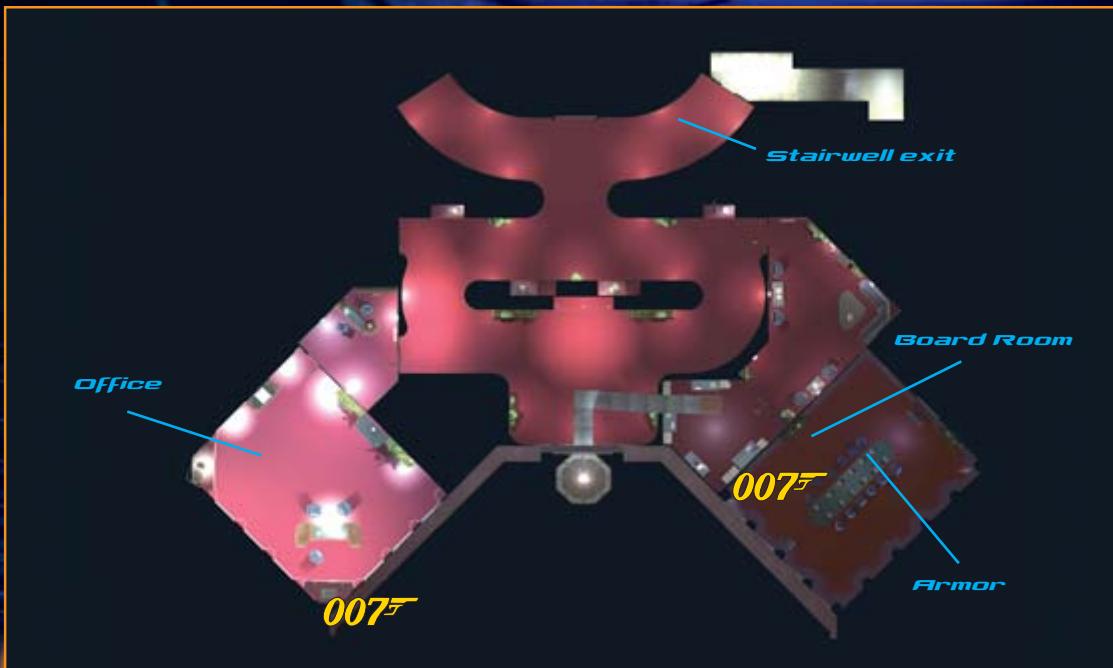


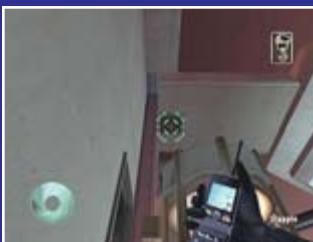
The subdued **Bond** is brought back to the headquarters building of **Phoenix International**.

Bond is able to escape from the clutches of the guards and ends up back at the glass elevator that you used in **Night Shift**. Unfortunately, **Dominique**'s fate is not as pretty.

OBJECTIVES

- Escape from the tower.
- Gain access to the lower office floor.
- Activate elevator override control in security.
- Escape through the elevator shaft.
- Gain access to the lobby.
- Raise security gate and escape through front entrance.

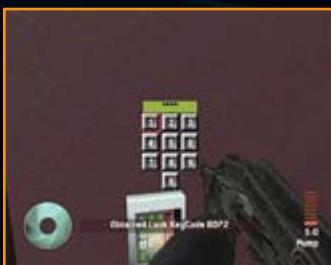


Bond Move #1


There are loads of guards just outside the lobby. Remember how you got into this office level back in the Night Shift mission? There was a ventilation shaft on top of the elevator. Jump through the broken window and out onto the ledge, and use the Q-Grapple to get on top of the elevator. Open the cover on the ventilation shaft and head inside. When you drop into the janitor's closet, the Bond move will be completed.



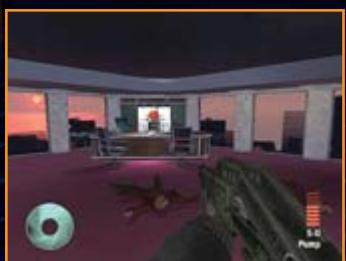
Once you have obtained the access code, several guards bust into the room. Use the desk for cover and crouch when you need to reload.



Head over to the stairwell door. The door is locked, but you have the access code. Enter it and head down the stairs.

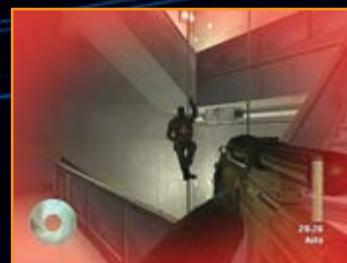
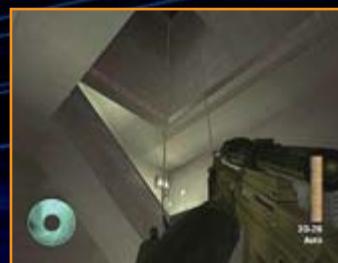
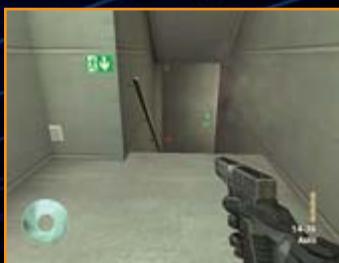


Get your gun ready and exit the janitor's closet. Guards are all over the place. As you take down each guard, make sure you pick up their weapons. You will need the ammunition on this mission.



Make your way back to the main office. You must get an access code from the computer there. Thankfully, the Q-Worm virus is still in the computer, and it gives up the code quite easily.

Phoenix Fire



Be careful when you hit the stairwell. Guards are coming up the stairs. One of the guards you popped earlier should have dropped some fragmentation grenades. Pull one of them out now and chuck it down the stairs. This will take care of the guards lurking around the corner.

When you head down to the landing, make sure you look up. Several guards come repelling down the ropes. Take them out quickly.



Perform the same trick when you come to the next corner. The frag grenades really come in handy.

Keep battling your way down the staircase. Several more guards come down the rope lines, so keep an eye there, too.

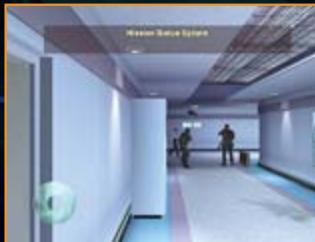
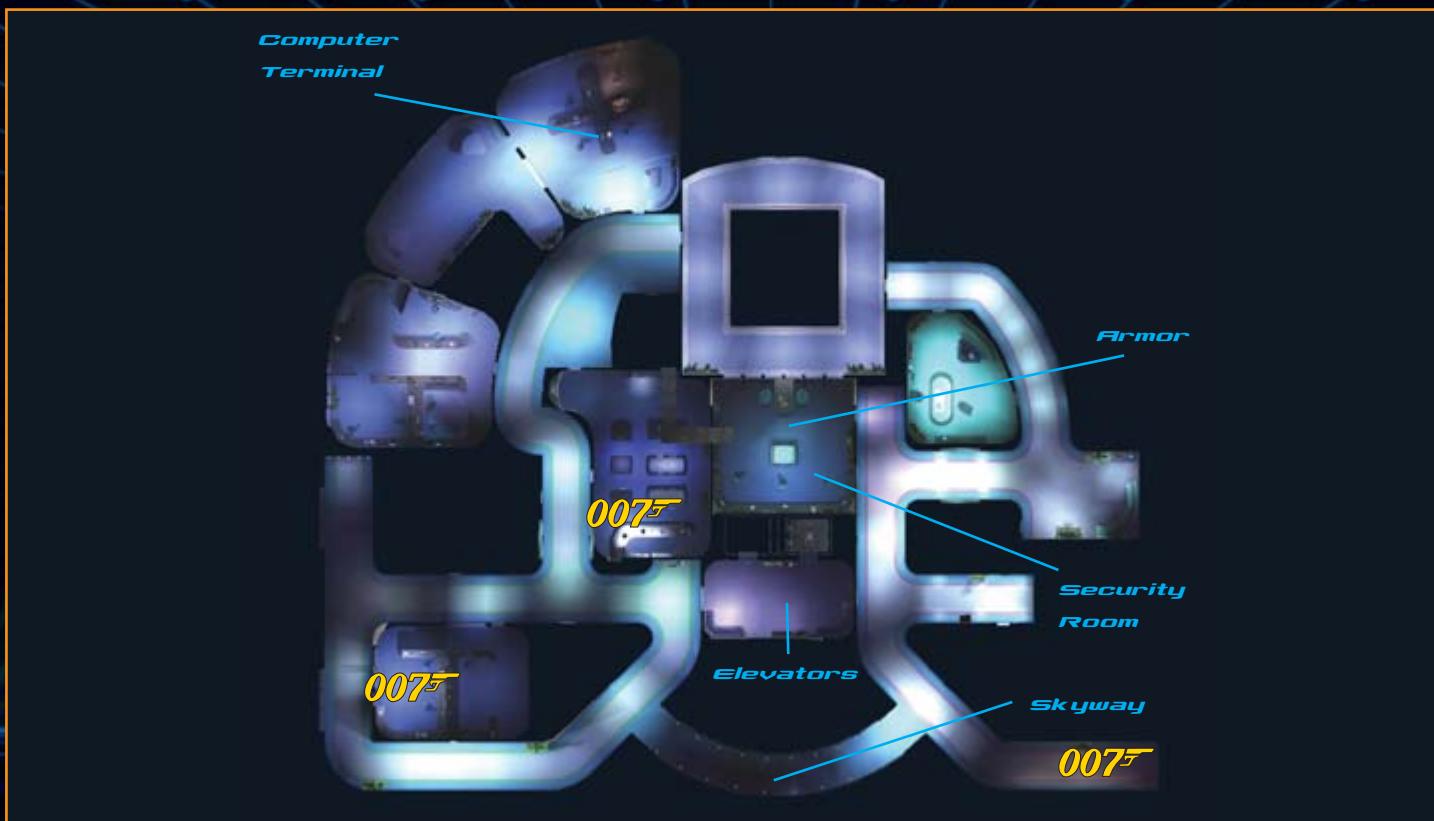


As you come around the next bend in the staircase, the area opens up. Several guards wait for you downstairs.

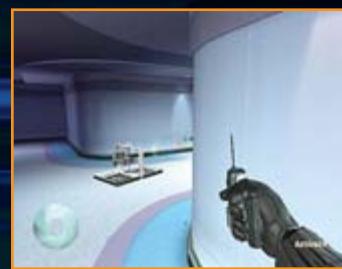
TIP

Use the waist-high wall along the stairs as cover as you take out the guards below.





When you open the door, you are back on the mid-office level. Two guards have their backs to you as you come out of the stairwell. Subdue them.



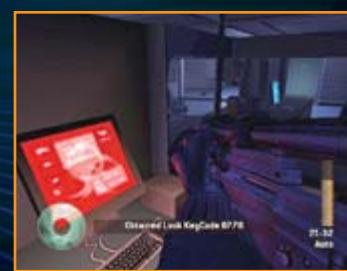
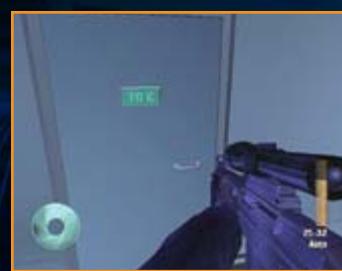
NOTE

Pick up the Ronin Suitcase gun that is clearly visible on the floor at the beginning of the second stage in this level.



As you round this corner, you stumble into one of these remote-controlled gatling guns.

You could use your own Ronin suitcase gun and move back around the corner to take out the guards, but deploying the Ronin gun takes time. Toss a couple grenades around the corner instead.



TIP

Use grenades to stun the suitcase guns and get behind them.

Move back across the office level to room 70E. You installed a Q-Worm virus there in the Night Shift mission. It will give you the access code to the main security room.

Phoenix Fire

TIP

Deploy your own Ronin Suitcase gun and move back around the corner. With remote control mode, you can steer the gun manual via the on board camera. You can also use the gun in automatic mode to take out the guards on its own, but taking control of the gun requires delicate skill.



Go back to the main security room. The access code will get you through the door. Inside you can unlock the elevator and raise the security gate on the skyway via the two computers.



Before you leave the security center, pick up the body armor and the Scorpion rocket launcher from the table.

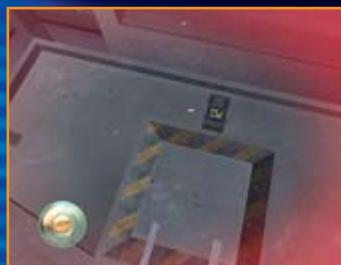
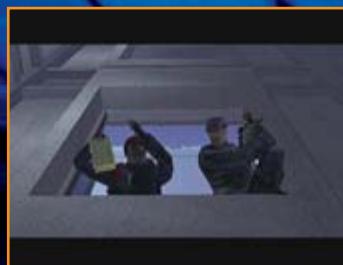
Bond Move #2



Hmm, a Scorpion rocket launcher. What could that be used for? Head out to the glass-encased walkway between the two towers. A helicopter is circling the building outside. Start firing your Scorpion. After a several hits, the helicopter will be destroyed, and you will earn another Bond move.



Head on over to the elevators and go down to the lobby. As you ride down in the elevator, several guards attack you. Take them down quickly.



About halfway down to the lobby, two guards up above throw a timed bomb down onto the elevator. Use the laser to disarm the bomb before it goes off.



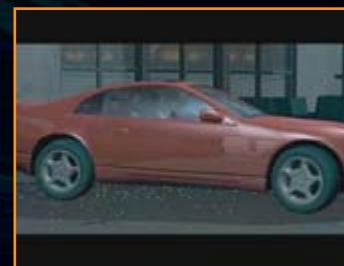
After you take out more guards, another guard from above plants another bomb. This time he puts it on the elevator cable. This explosion will drop the elevator all the way down to the lobby, but Bond will survive the fall unhurt.

You are back in the main lobby of the Phoenix International headquarters building. The security doors are down, so you won't be able to escape right away.





Go to the security room and use the computer to raise the barrier that is locking down the lobby entrance.



Run for the lobby doors. When you reach them, the mission will be over and another cutscene will be triggered. Australian Intelligence Operative Alura McCall has come to Bond's rescue.



Deep Descent

Mission Briefing

Bond and Agent McCall need to infiltrate Drake's island facility. Phoenix International disarms nuclear weapons at this base, and UN weapons inspectors have cleared the facility, but MI6 doesn't believe so. Your trusty V-12 Vanquish doubles as a submarine, and you will use this special feature to get into the base undetected. You must evade all of Drake's island defenses: laser trip wires, magnetic mines, and submarines. This is a difficult mission. One misstep, and it's over. There are no save points along the way. Get used to starting this mission over and over; it takes a lot of skill to complete this mission.



It's time to infiltrate Phoenix International's nuclear weapons disarmament facility.



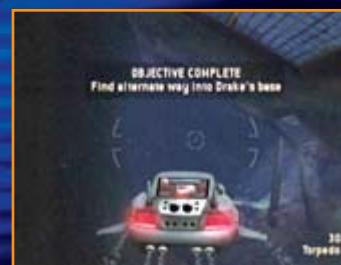
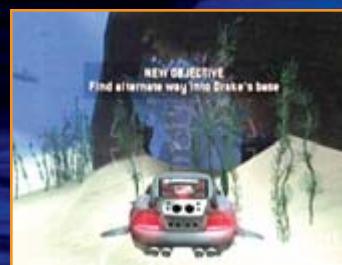
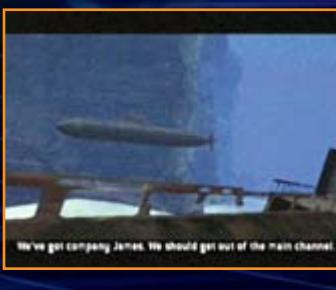
MISSION OBJECTIVES

- Make it to the beach undetected.
- Find alternate way into Drake's Base.
- Destroy Communications Node.
- Plant charges on missiles.
- Follow sub into base.
- Plant charges on 3 nuclear subs.
- Destroy the attack submarine.

Bond's V-12 Vanquish doubles as a submarine. When you are piloting the submarine, remember that pulling the control stick forward will push your submarine deeper beneath the water, and pulling the control stick backward will pull your submarine toward the surface.



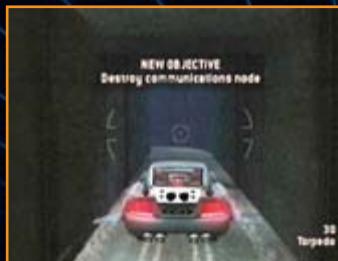
Once you are in control of the V-12 Vanquish submarine, veer off the right. Phoenix International seems to own several nuclear-powered submarines that are patrolling the waters around the facility.



After the short cutscene, head inside the sunken ship. This prevents the enemy sub from seeing you. It also allows you to sneak in the back way.

An entry to an underwater cavern is inside the sunken ship. Enter the cave, and another short cutscene shows a small submarine that Drake has patrolling the cave. Phoenix International seems to have all the bases covered.





You can't engage the small submarines; they will sound the alarm if you try to attack them. Take the small passage to the right.

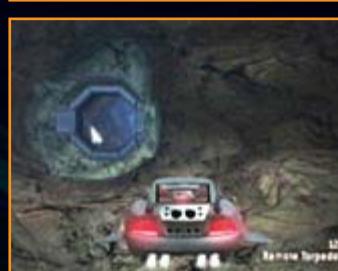
Bond Move #1



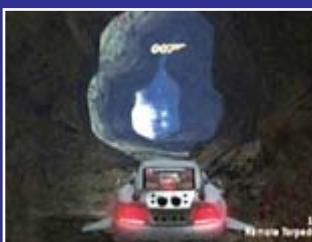
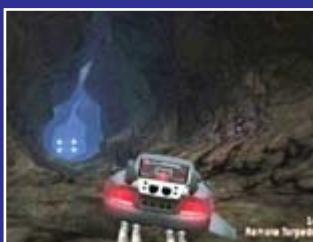
Switch to the remote torpedoes and shoot a guided torpedo through the spinning fan blades. Once the communications array has been destroyed, you can head back down into the cave. When you attack the enemy submarines, they won't be able to sound the alarm. You will also trigger the first Bond move of this mission.



The enemy submarine was guarding the entrance into another section of cave. Fire off another guided torpedo and steer it through the laser trip wires. Follow the lighted cable into the control box to deactivate the detection lasers. Once the laser trip wires are out of the way, prepare to enter the next section of cave.



Bond Move #2



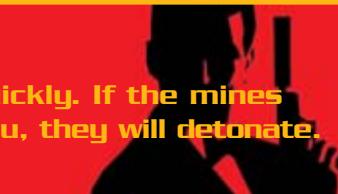
Once back in the main cavern, fire off another remote-controlled torpedo. Steer the guided ordnance deeper into the cavern until you can see the small enemy submarine hovering above the underwater tanks. If you steer the torpedo into the tanks, the explosion will take out the enemy submarine and trigger another Bond move.



Put the pedal to the metal and hit the cave entrance at full speed. Drake has placed mines that will be drawn to the V-12 Vanquish. It can take several attempts to get through this section of the cave. Negotiating a path through the mines is tricky. Stay high and to the right; it seems to be the easiest path.

CAUTION

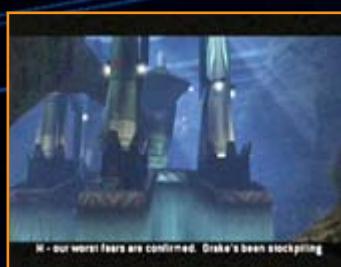
Get through there quickly. If the mines get anywhere near you, they will detonate.



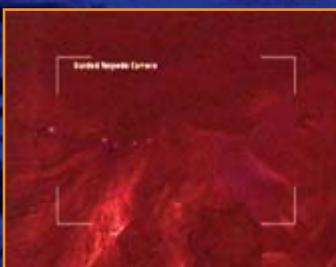
Deep Descent



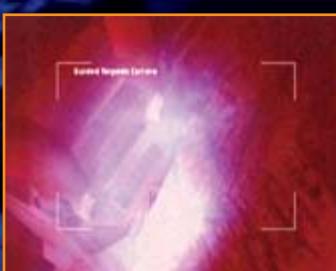
Whew. You made it through the first section of mines. Yes, the *first section of mines*. There is another one you must go through in just a little bit.



Once through the last group of mines, you approach yet another cave. The UN inspectors were wrong; Phoenix International has squirreled away nuclear missiles that they supposedly had dismantled.

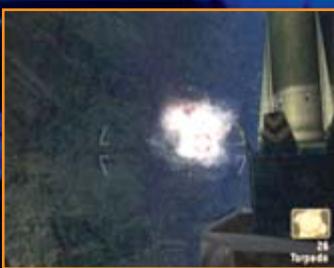
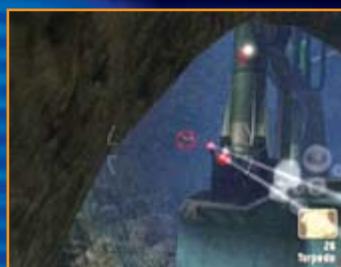


Another cavern entry point is guarded by a set of laser trip wires. Use the remote-controlled torpedo again. This time, the control box is much farther into the cavern. Follow the lighted wire from the trip wire gate all the way to the control box.

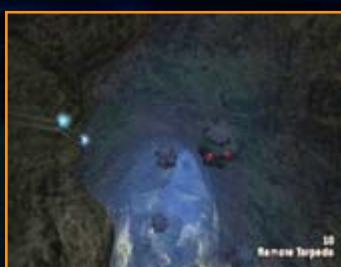


TIP

The torpedo picks up speed the longer it travels, so line it up on the control box when it is traveling slowly.



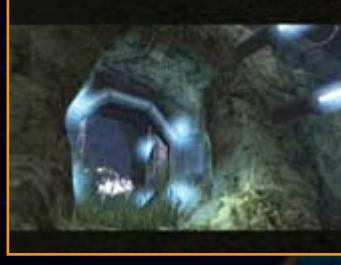
Switch to the standard torpedoes. A small enemy submarine patrols the area. Wait for the weapon to lock on (the targeting icon changes from white to red). It will take several torpedo shots to bring down the sub.

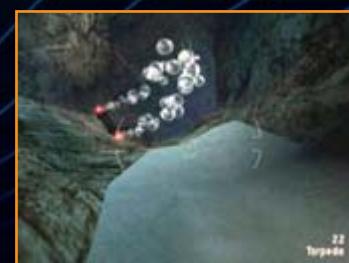


There is another sequence of mines to get past. Again, you must be careful. If you make a mistake here, you must restart at the beginning of the mission.

There are six nuclear missiles. You must place a Q-Charge at each of them, but time is of the essence. Once the first charge is placed, you have only seconds (50 on Hard, 90 on Easy)

before the explosion occurs. If you haven't placed a charge at each of the six missiles before time expires, the explosion will crush the Vanquish and the mission will be over.





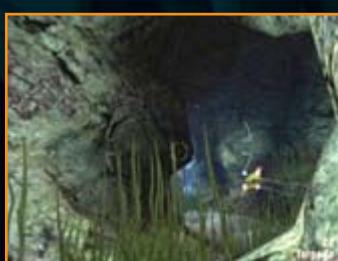
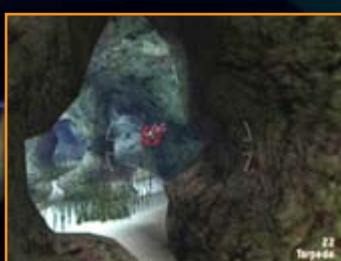
Once you have placed a Q-Charge at each of the missiles, the exit opens. Two more enemy submarines guard the exit, but you can blow right past them.



A short cutscene shows you another small enemy submarine. Rather than fight you, the submarine chooses to flee. Follow the little submarine, because it opens doors for you along the way.



You must stay right on the tail of the submarine. Access doors open as it approaches, but immediately close behind it. If you make one misstep along the path, you will never catch up.



Watch out for this rock formation in the cave. If you follow the path to the right (the way the enemy submarine goes), a rockslide will block your path. Take the path to the left to stay on the enemy submarine's tail.

Watch out for small depth charges that the enemy submarine drops along the way. One or two of these depth charges will not destroy your Vanquish, but several will ruin Bond's day.

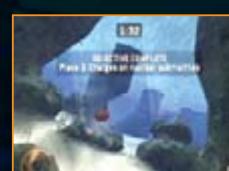
Bond Move #3



There is an armor pickup in the tunnel just before you reach the launching point for the small enemy submarines. Shoot the gas cylinders to destroy them in one quick blow to earn a Bond move.



Drake can't be allowed to keep these submarines. Use your remaining Q-Charges on the conning towers of the three submarines.



After you have placed the depth charges on the three nuclear submarines, one of Drake's subs comes back from its patrol. You can either shoot torpedoes to destroy the attack sub, or simply sneak past it using the last docked nuclear submarine as cover. Once you are past the submarine, your Vanquish will drive up onto the beach..

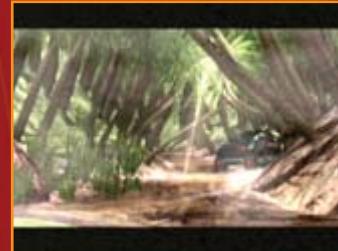
Island Infiltration

Mission Briefing

Bond and Agent McCall have made it safely through the underwater caverns and onto the beach. Now the two secret agents must discover the location of Drake's command center. Lucky for Bond and McCall, an armored SUV is waiting for their use. Drive the SUV around the island and disable the island's defenses.



You've made it onto the beach. Now it is time for Bond and McCall to find the command center and disable the island's defenses.



MISSION OBJECTIVES

- *Dismantle Drake's island defense systems.*
- *Download defense system code from compound.*

Bond's V-12 Vanquish would stick out a little bit on this island. Lucky for Bond, an armored SUV is ready and waiting. Driving the SUV is a real blast, especially with the onboard missiles.



You'll drive along the road in your borrowed SUV for quite a way. Bond and McCall approach a fork in the road. Take the right-hand path.



Bond Move #1



You have two options here as you approach the enemy compound. You can go busting through the gate and shoot up the joint, or you can simply come to a halt at the security gate. You're driving one of the security detachment's SUVs, so they will allow you in if you don't act suspiciously. If you come to a halt and get in without shooting, you will earn a Bond move.



On the right side of the compound, a box of missiles lies on the ground. Drive over the box to get a little extra ammunition.





Head for the left side of the compound. An armor pack waits on the ground. It will come in handy later.



Drive toward the helipad. As you approach the building on the right, you can steal the security codes that will get you through the island's security checkpoints. Pick up the Bond icon here.

Head out of the compound. Crash through the security gate because it doesn't open as you approach it.



Head back to the fork in the road. This time, take the left path.



Several other security SUVs pop up, as do a couple of snipers who appear on the overhead bridge. Don't drive at full speed. A slower speed allows your missiles to strike at the enemy from a greater distance. This tactic prevents your SUV from taking too much damage.

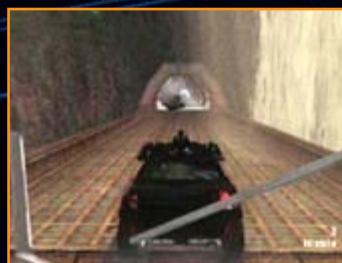
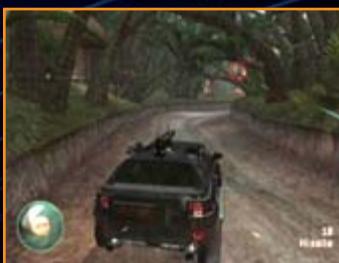


Use the access code to open the first security fence. The first Sentinel gun tower is right there on the beach. Shoot it with a few missiles to take it down.

NOTE

You can't simply race past this defense; elimination of all the Sentinel guns is one of your mission objectives.

Island Infiltration



As you work your way up the road, another Sentinel gun is in the town on the left. You can get a lock on it before the Sentinel can shoot at you, so take it out from a distance.

Wait for the bridge to extend. If you reach the river too quickly, the bridge won't be there yet, and your SUV will crash into the river.

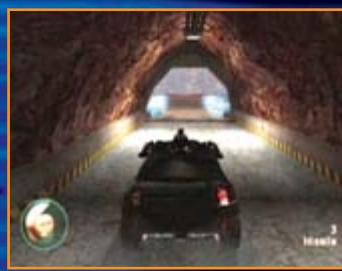
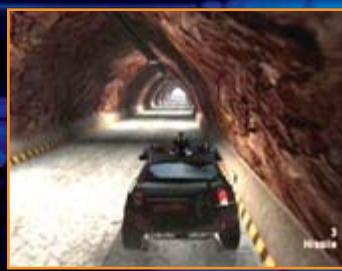


You need to take out a couple of snipers up ahead in the town. More vehicles need your attention, too.

Use missiles to get the enemy SUVs out of the way.



There is a missile pick-up and an armor pick-up in the middle of the road. Make sure you pick up these valuable items.



Race across the bridge and through the tunnel to the final conflict of this mission. Two more SUVs and another large Sentinel gun await you. You've been saving some missiles for this last confrontation, right? Take out the enemy quickly and drive around to the back of the circular platform.



As you approach the last security fence, use the access code to extend the bridge that spans the river.

Bond Move #3

As you approach the last security fence, use the access code to extend the bridge. Take a look to the right before you go too far. There is a bush near the bend in the road. Crash into the bush to discover a secret road. This will get you another Bond move and an armor pick-up.

After you have eliminated the Sentinel gun and the last two SUVs, a short cutscene shows Bond and McCall taking off in a small airplane. McCall flies the plane while Bond takes control of the plane's weapons systems. Good job, Bond. You are hot on the trail.

Mission Briefing

Bond and Agent McCall have brought down some of Drake's defenses, but there are still more out there. McCall will fly the plane while Bond mans the controls of the plane's weapons. You have a pulse cannon and missiles to take out the enemy targets. You need to bring down all of the Sentinel guns and other island defenses, like other enemy planes, guard towers, and riverboats.



Keep at it, Bond; you have almost all of their defenses taken out. For the most part, use missiles to take out the enemy.



Don't waste your missiles. Wait for the lock-on icons to turn from white to red before you launch your attack. There is no way to rearm your plane, so you have only the missiles you start with.



The first objective is to take out the bridge; this is the main road into and out of Drake's base. A convoy of trucks rolls along the bridge at the moment. Wait for the lock icon to appear on

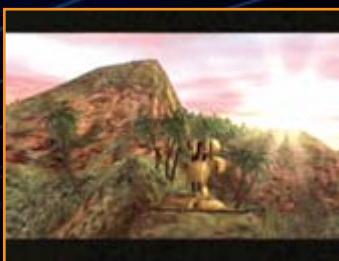
As McCall continues to fly the plane down the canyon, you encounter the first of Drake's defenses. A guard tower appears up ahead. Take it down with a pair of missiles.



one of the trucks, then let your missiles fly. The explosion brings down the bridge and fulfills the first objective.



Island Infiltration



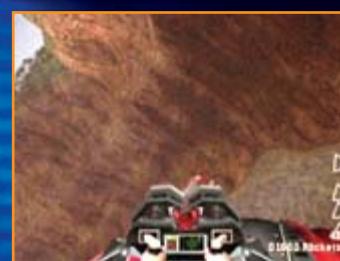
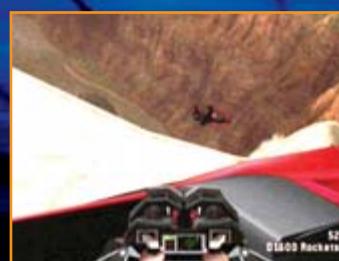
Bond and McCall press farther down into the canyon and encounter the first Sentinel gun. These guns will rip your plane to shreds if you don't deal with them quickly, so fire a couple of missiles.



Another guard tower is ahead. Again, take it out with a pair of missiles.



Once the first plane is down, quickly switch back to missiles and fire on the second ultralight.

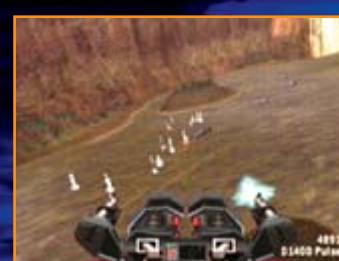


As you do battle with the first two ultralights, a third appears. Chase it down the waterfall and let your missiles do the dirty work for you.

Bond Move #4



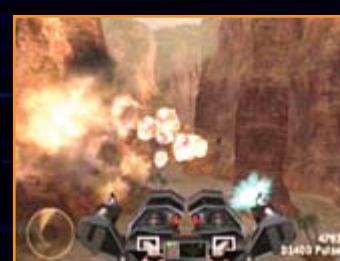
You stumble across another convoy coming up along the left bank of the river. Wait for a truck to get onto the bridge. Target that vehicle, and the explosion will take out the bridge.



Destroy the boats in the cove below at the base of the waterfall. Use either the pulse cannon or missiles.



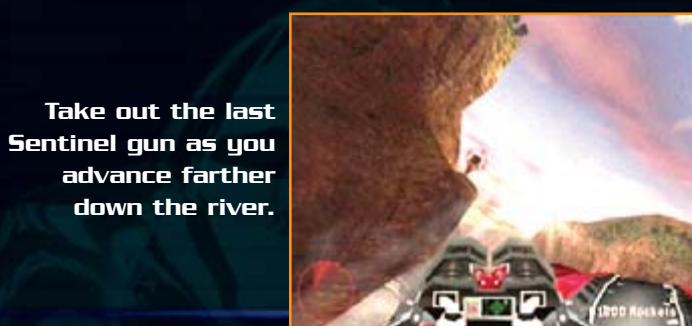
Two ultralight planes, like the one you are flying, appear in the canyon up ahead. They make a very close pass to your present location. Quickly switch to the pulse cannon and rip into the first ultralight.



There are more ultralights to take down. You will leave this area after two passes.



Once you leave the cove, you approach another guard tower. Bring it down with a couple of missiles.



Take out the last Sentinel gun as you advance farther down the river.



Holy cow! There is a huge surface-to-air missile (SAM) battery up ahead. Your little ultralight has no chance of standing up against the MEGA SAM site. It takes you down and triggers a quick cutscene showing

the ultralight crash. Bond and McCall survive the crash and take over the controls of the MEGA SAM.

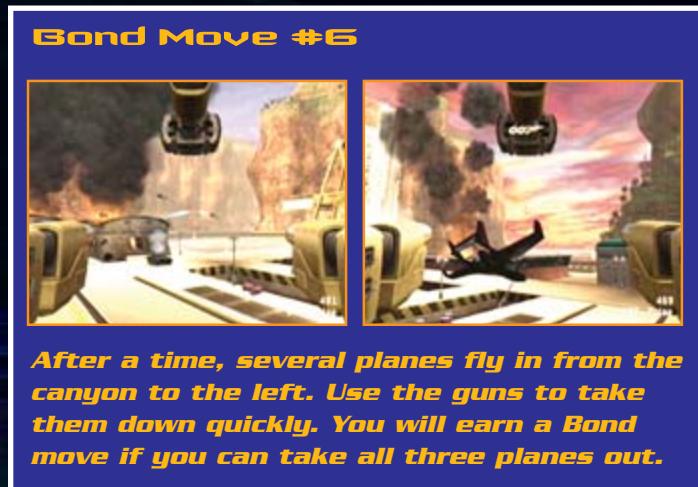


Bond Move #5

When the armored vehicle appears, use the pulse cannon to take out the propane tank. The explosion will take out the vehicle and earn you another Bond move.



Switch to guns and let the armored vehicle have it when it appears.



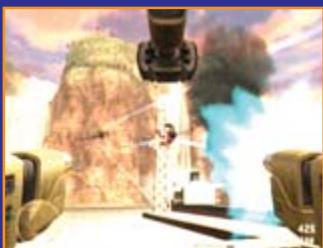
After a time, several planes fly in from the canyon to the left. Use the guns to take them down quickly. You will earn a Bond move if you can take all three planes out.



Switch back to the big pulse cannon and let the armored vehicle on the right have it.

Island Infiltration

Bond Move #7 and #8



More planes will attack. This time, they approach from the right and from straight over the waterfall. Switch to guns and rip the enemy planes to shreds. You will earn a Bond move if you can defeat all three planes from the right, and another Bond move if you can take out the planes that come over the waterfall and attack you.

TIP

Shoot the small gray box that pops out of the sub; this will destroy it in one shot.



Switch back to the pulse cannon and take out the armored vehicle that approaches on the left.



After a while, McCall will inform you that she has found a weakness in the MEGA SAM. She needs you to cover her while she sets up the destruction of the site. One of Drake's nuclear submarines will pop up in the cove; fire on it with the big pulse cannon and the guns.



Countdown

Mission Briefing

Bond and McCall have made it deep into the island base of Phoenix International. It is up to Bond to find out exactly what is up and to stop it if possible. This mission has you sneaking around the compound and chasing Kiko Hayashi. Bond owes her one for throwing Dominique off the top of the Phoenix International headquarters building. This mission also has Bond in a final confrontation with Armitage Rook. This is a difficult mission to complete. Good luck, Bond. You'll need it.



Bond and McCall have made it deep into the island base of Phoenix International. After escaping the MEGA SAM, the two run into a small control bunker deep in the jungle. Inside, McCall finds a computer that she can break into while Bond heads into the ventilation shaft.

MISSION OBJECTIVES

- Investigate Drake's facility undetected.
- Follow Kiko to Security Control Center.
- Sabotage Base security and escape from room.
- Take exit to Delta Sector.
- Find the exit to Omega Sector.
- Reach Drake's Launch site.
- Prevent Kiko from launching into space.



Countdown



Travel through the ventilation shaft and drop down into the room below. Take out the guards quickly.



Head down the hall and be ready for a fight. Many guards are in the enemy compound.



Agent McCall is monitoring Kiko's progress through the level. Follow her directions and keep on Hayashi's tail.



Bond Move #1



As you travel through the halls, you stumble onto a room with a security camera icon on the door. Open the door, head inside, and use the cameras to scope out the level. There is a body armor pickup and a circuit breaker in the room. Open the breaker door and use the laser to destroy the three circuit boards. As you walk about the level, you will discover a second camera room. If you also destroy the circuit boards there, you will earn a Bond move.

Eventually, you catch up with Kiko as she enters the security room. She leaves the room and locks the door behind her.

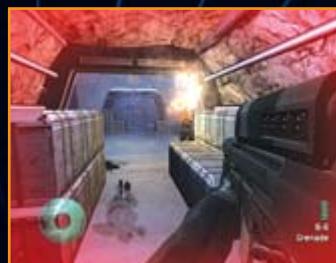


To get out of the room, you must cause a power overload. Go down to the two circuit breaker boxes and destroy the circuit boards inside.

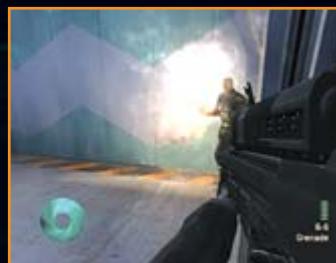




When you destroy the circuit boards, head back to the computer. The destruction of the circuit boards causes an explosion.

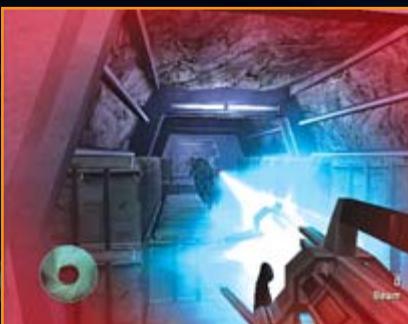


A cutscene plays, showing Armitage Rook unlocking the door. He unleashes his elite guards, the toughest guards you have faced to date. Take out the two guards and move down the hall.



Be careful when you battle Rook. Remember that laser cannon from in the Chain Reaction mission? Drake has perfected a smaller version, and Rook is using it effectively. Make sure you use the cover

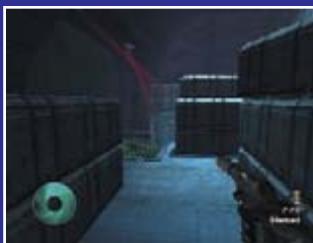
provided as you take out Rook.



When you have defeated Rook, pick up the laser cannon and use it yourself.



Bond Move #2



Several barrels are scattered throughout the level. When you shoot them, they explode and take out any nearby

guards. The first time you take out a guard this way, you trigger a Bond move.



With Rook defeated, head on over to the door to Delta Sector.



Countdown



From time to time, you come across these laser tripwires that block your path. Shoot out the control boxes to deactivate them.



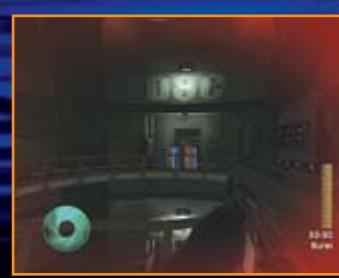
You are deeper into the Drake compound.



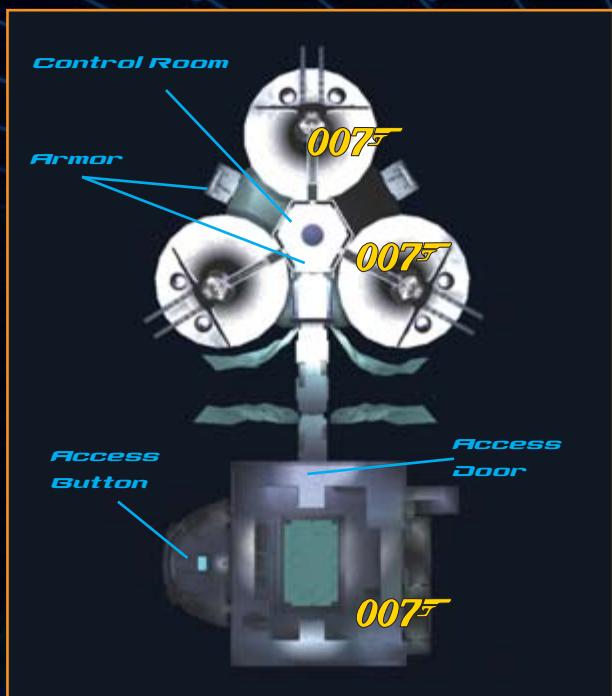
Keep pressing on as you move from silo to silo. Use the crates for cover. Toss a grenade or two to wipe out the enemies that stand in your path.

NOTE

This section of the level can be confusing if you don't remember one thing: There is only one way into a silo, and only one other way out. So don't worry about getting confused. Press forward, and you will do fine.



You have made it out of the silos when you make it to this door. Open it and quickly move inside.



This is the control facility for Drake's space shuttle launching facility. As you move through the room, you have to listen to Drake pontificate about how his mission is almost complete—and that he will soon rule the world.

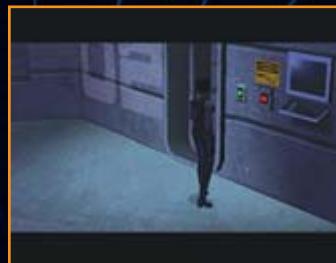
Well, you are still alive and will have something to say about that. Head upstairs and press the button to unlock the door that leads to the Space Shuttle.



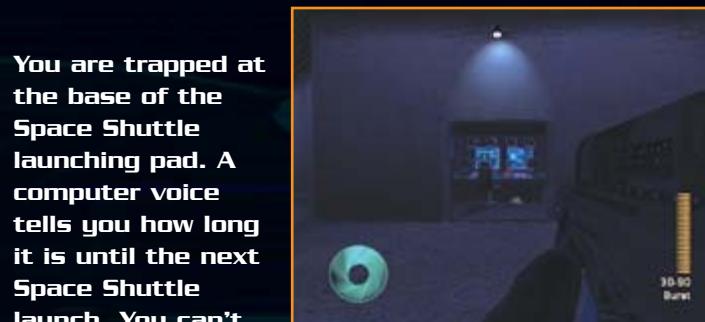
Head over to the door with the Space Shuttle logo above it. It is now open.

TIP

Remote mines and laser trip bombs make the upcoming battle with ninja easier.



As you advance to the Space Shuttle, a short cutscene triggers. Kiko Hayashi drops the gantry you are walking across.



You are trapped at the base of the Space Shuttle launching pad. A computer voice tells you how long it is until the next Space Shuttle launch. You can't be standing there when the rockets begin to lift off. Head to the control room in the middle (there's body armor here). When it comes time for the launch, the doors will automatically close.



Once the Space Shuttle has taken off, the doors open and several guards come down via the elevator in the center. Take them down. Watch out for the ninja that Kiko deploys to take you out. They are very difficult to eliminate.



The doors open again, and when all the ninja and guards are eliminated, Kiko takes the elevator up. A cutscene shows Bond using his Q-Grapple to head up with the elevator. Kiko is trying to escape on the last Space Shuttle. Bond pulls the same trick Kiko did, dropping the gantry on her before she can make it. Now Bond is free to get on the Space Shuttle and foil Drake's master plan.

Equinox

Mission Briefing

This is it: the final battle. Drake's forces have taken over the US Space Weapons Platform. Drake wants to take out the remaining nuclear arsenals that threaten his island. With his island arsenal and the US Space Platform under his control, Drake would be unstoppable. Bond will have to be on top of his game in order to defeat this evil plan. You must take out the missiles' guidance systems before they launch. You have the laser weapon you stole from Armitage Rook at the end of the last mission. Get ready, Bond; this is the final test.



Bond rides Drake's Space Shuttle up to the US Space Weapons Platform. Drake's special forces have taken over the facility.



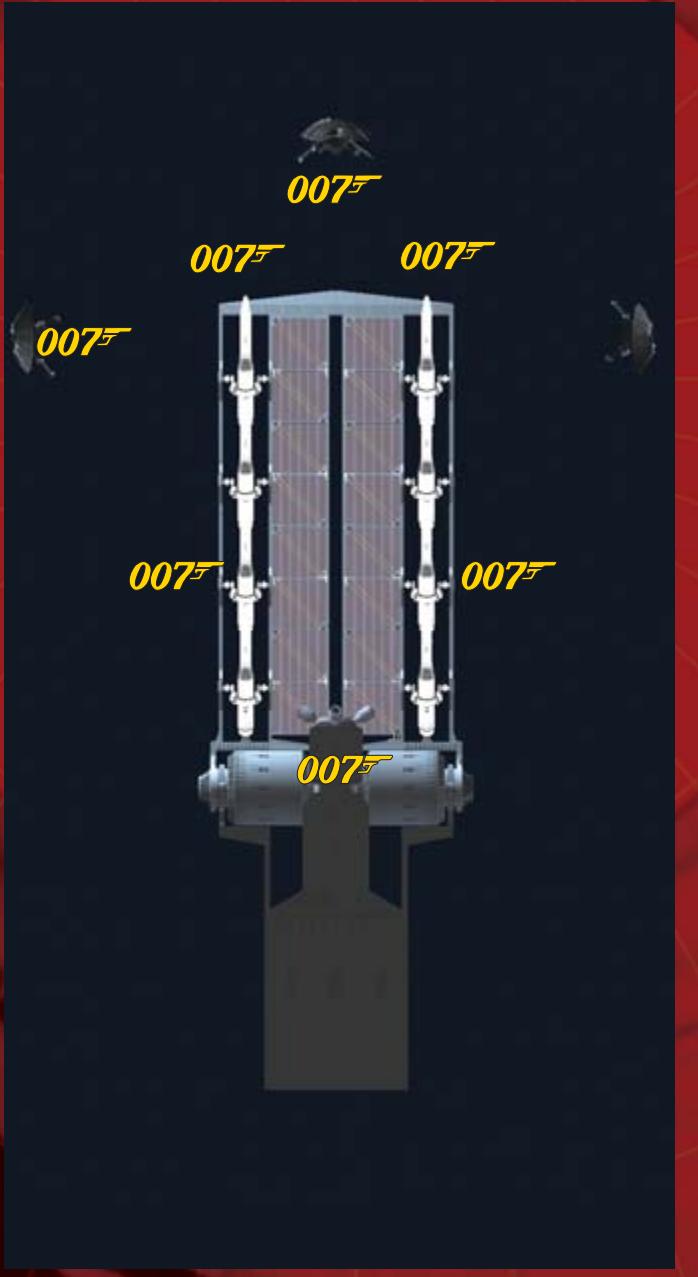
Raphael Drake wants to destroy the nuclear arsenals that could threaten his island. The combination of his arsenal and the US Space Weapons Platform would make Drake unstoppable.



Bond is the only one who can stop this evil plot.

MISSION OBJECTIVES

- Disable the missiles before they are launched.
- Defeat Drake before the laser cannon goes critical.



NOTE

There are no Bond moves in this level. It will take all your concentration to knock out the missiles before they launch.



Drake is using the laser as an offensive weapon. He's bouncing the laser off the orbital mirrors toward Bond. Keep moving to avoid the beams and use the audio clues to tell you when to move.



Agent McCall will let you know when the missiles are about to launch. Look out for the blinking green icon on the display in the upper-right corner of the display; this tells you which missile is about to launch. Quickly move over to that missile and wait for it to rotate into position. As the gantry rotates the missile into place, a control board will come into view and the countdown will begin. Hit the missile three times with your laser weapon to disable

the missile's guidance computer. The missiles will launch on a set schedule. Move over to that missile and repeat the above process.

NOTE

The green LEDs cycle down as the missile gets closer to launching.



After you disable the second missile, two nukes are rotated into position for a simultaneous launch.



While you wait for the gantry to place the first missile into firing position, take a couple of pot shots at the guards flying about.

**TIP**

Jump and crouch to dodge the bullets from the laser cannon.



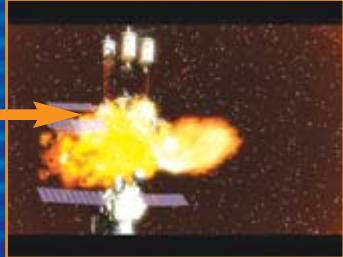
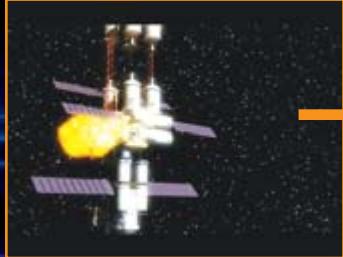


After defeating the two missiles, the remaining three rotate into launch position. You must move as quickly as possible to defeat all three missiles at once.

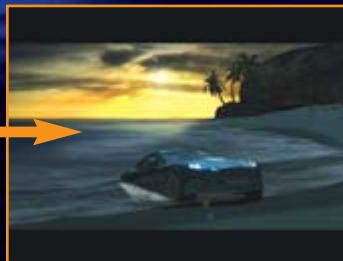


Once Drake is out and on the loose, he fires on you with a portable rocket launcher. Use careful aim with your laser to take Drake down.

With the missiles defeated, it's just you and all of those guards. Square off with them for a while, but keep moving. You wouldn't want to die now.



An errant piece of metal comes and crashes through the control room of the US Space Weapons Platform. You will now have to defeat Drake before the space station destroys itself.



You did it, Bond! Drake has been defeated, and the world is safe once again. You meet up with McCall on the beach of Drake's island base. Time for a little rest and relaxation. Good job, Bond; you've earned it.

Bond Icons

At the conclusion of each mission, your score will be posted on screen. If you've been following this strategy guide, you should be earning Gold Medals each and every time. Want a little bit more Bond action? Head back into the levels and go for a Platinum Medal. To earn a Platinum Medal, you need to collect all of the Bond icons scattered throughout the level. Here is a complete list of the Bond icons and where you can find them.

NOTE

Players can achieve Gold awards on early levels by playing Operative and Agent, but the later levels require OO Agent difficulty to achieve the more valuable awards.

At the end of the mission, your score is tallied and medals are awarded (if your score is high enough that is). If you have been following this guide, a gold medal should be a shoe in. You can go back into the levels and try for a Platinum medal by executing all of the Bond moves again and collecting the Bond icons scattered throughout the levels.

Paris Prelude

- At the first right hand turn where you attacked the first 2 enemies with Q-Smoke
- In the plaza above where the moving truck backs out, blocking the road
- After the archway that collapses, floating in the air
- After the bridge jump, in the alley into which the Bomb truck went

The Exchange

- In front of the doors that the truck appears from
- In the ravine on top of the broken crate
- At the end of the passage that you star on when you've done the secret route way on exterior
- In the wine cellar behind the destroyable crates
- In front of the fireplace in the banquet hall after Drake's speech
- In the Library after you meet up with Dominique
- Outside the window at the end of the hall after you watch the exchange between Mayhew and Drake
- In the storeroom beneath the cable car

Alpine Ambush

- Destroying the ammo shack on the right of the player after exiting the garage
- Taking out the snowmobile you play chicken with before he passes you
- Taking out the 2 enemies with rocket launchers on the castle walls

Enemies Vanquished

- Between the tables halfway through the village on the left
- Exiting the sunken plaza in the village shortcut
- When you make the jump off the waterfall onto the frozen river
- On the left side of the frozen island along the frozen river
- On the frozen lake behind the leftmost island

Double Cross

- On a walkway in the courtyard next to the meeting room
- Top floor of the display room
- Next to the gong
- On walkway opposite entrance to northern garden
- Behind screen in dining room
- On the balcony opposite where Bond shoots the sniper—look left after crossing the beam
- The unused fuse box room in the servants quarters

Nightshift

- In the garage behind a wall barrier—walk forward from start position
- At the entrance to the building on the ground floor
- At the closed barrier end of the sky bridge
- In the office just before you reach the camera guarding the atrium door
- In the dark dead-end corridor past the level exit
- In the boardroom
- Opposite end of the roof to where the player begins

Chain Reaction

- Top of the forklift
- Inside building with the ronin
- Left catwalk of the hangar
- Behind the generator in tr-2
- In the room where the three snipers shoot the glass windows out
- On the beam on the far end of the moving platform
- In the room to the left of the laser, behind some of the boxes on the second level

Phoenix Fire

- Go through the smashed window in lift, one on the ledge
- In the boardroom
- In the cafeteria, to the left as you go in the door on the floor in front of the vending machines
- At the end of the corridor to the left of the spawn point, on the floor
- In room 70A, at the end of the corridor straight down from elevator to tower 2-C
- In the security control room on the floor to the right of the shutter activation console
- To the left of the shutter door on the lobby floor in front of the row of gold-colored columns

Deep Descent

- In the sunken tanker
- Beside the COM station
- Below a mine just after the 2nd laser grid
- Along the sub chase just before the 3rd door
- In the condom room above where the sub clamps are
- In an alcove in the final hangar up and to the right of the entry.

Island Infiltration

Driving the SUV

- Behind the starting position for the player, by the beach
- Inside the compound beside the large satellite dish
- Inside the volcano to the right of the last Sentinel the player needs to take out

Ultralight

- Destroying the first tower after the bridge, the token appears in the air

Countdown

- In the vent system off first room
- In the first crate room, secret area where you crawl to
- In the second hackable door
- Resting on a box in the last silo just at the end of the level
- In the opposite room to where you go to activate the door
- One under each Shuttle

Equinox

- In the middle of the Giant Lens
- Below the missile second one down from the top to the left
- Below the missile second one down from the top to the right
- At the front end of the platform on the right
- At the front end of the platform on the left
- In front of the center laser relay where the beam travels
- On the right side of the left laser relay

Award Levels

Earning medals will unlock other secrets in the game. Keep playing the levels over and over again until you can earn Platinum medals on each mission. Then you will have all of the secrets unlocked.

Medal Awards

Mission	Bronze	Silver	Gold	Platinum
Paris Prelude	Card, Dominique	Skin, Jaws	Upgrade, Racing Missile	Skin, Renard
The Exchange	Card, Zoe	Skin, Oddjob	Upgrade, Pistol	Skin, Baron Samedi
Alpine Ambush	Card, Military Snowmobile	Scenario, Assassination	Upgrade, Grapple	Skin, Zorin
Enemies Vanquished	Card, Vanquish	Skin, Scarmonga	Upgrade, Micro Camera Scope	Skin, May Day
Double Cross	Card, Mayhew Servant Girl	Scenario, Uplink	Upgrade, Rifle	Skin, Xenia Onatopp
Night Shift	Card, Kiko	Scenario, Team KOH	Upgrade, Pistol	Skin, Christmas Jones
Chain Reaction	Card, Rook	Skin, Wai Lin	Upgrade, Dart Gun	Skin, Goldfinger
Phoenix Fire	Card, Alura	Scenario, Demolition	Upgrade, Pistol	Skin, Drake Suit
Deep Descent	Card, Vanquish Sub	Skin, Nik Nak	Upgrade, Decryptor	Skin, Electra King
Island Infiltration	Card, Ultralight Ultimate Laser	Scenario, Protection	Upgrade, Stunner	Skin, Bond Tuxedo
Countdown	Card, Drake	Mode, Explosive Scenery	Upgrade, Laser	Skin, Pussy Galore
Equinox	Card, Bond	Scenario, Goldeneye Strike	Upgrade, Rifle	Skin, Bond Space

Rendezvous

Infiltrate the Castle

You land outside Drake's castle on one of the towers. Right click to put the silencer on your Walther PPK and drop down to the catwalk below you. When you do, M contacts you and tells you to sneak aboard the incoming supply truck. This will give you an easier way into the castle. To do this, look left and wait for the truck to drive by. Jump over the ledge and onto the truck. This takes you all the way to the front entrance of the castle.



Drop down and turn left to see the truck. Jump on the truck as it passes for your first Bond move.

NOTE

This is a Bond move, and will give you extra points at the end of the mission.

If you decide not to ride the truck, there's more to investigate. The door in front of you leads to a small room containing a radio set. You can't use this, but you can shoot it if you wish. The door behind you when you drop from the tower leads to a set of stairs down to the ground. Walk down and open the door at the bottom. The truck drives past and M tells you that it's too late to use it as a method for getting in. Don't worry about this. Instead, with the silenced Walther PPK, pick off the guards standing on the catwalk that the truck drives under. There are a few guards on the ground as well, so you'll have to drill them, too. The guards above you are more dangerous because they have cover, so they should be your first targets.



Use your Q-Specs on the infrared setting for best accuracy at the start.

TIP

If you wish, you can target many of the guards from your drop location. Also, be sure to attach the silencer before you start firing.

Continue up the road until you find the supply truck waiting at the gate. There is a guard on either side of it. Your hand grenades are useful here. It's tough to get both with a single explosion. However, you can take out one and drop the other when he reacts to the grenade. When you are ready, walk in front of the truck to continue.

There is a better way in than the front door if you miss the truck. To do this, start the mission the same way, waiting for the supply truck to go by and taking out the guards on and near the tower by your drop location. Get to the ground and go up the road to the catwalk. On your right, there is a locked door leading inside. Use the laser on your wristwatch to destroy the lock and head in. At the top, you can pick up the weapons of the two guards that were here. Go through the door beyond and climb up the ladder to your right, opening the trap door at the top.



If you wish to head for the back door, the laser wristwatch comes in handy.

TIP

There's armor in the room with the ladder.

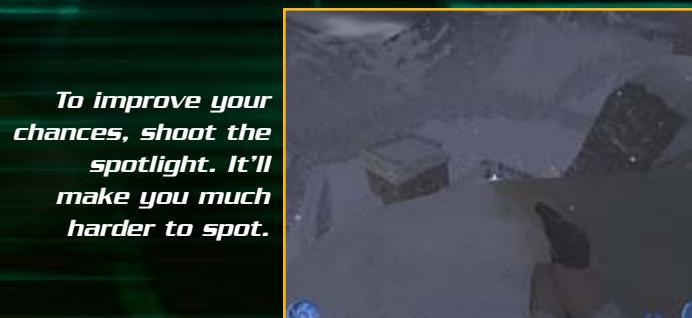
Rendezvous

You can see one of the guards next to the truck at the main gate. Shoot him and look to your left. There's a wire here running from the ledge you are on to the top of a hill. Watch the wire for a few moments. There are a couple of points on the wire where sparks appear at irregular intervals. If you are on the wire and a spark hits you, you'll let go and drop to the ground. When you are ready, jump up to the wire and go hand-over-hand to the other side, watching for the sparks. Drop down to the ground on the far side.



This stealthy hand-over-hand approach leads to the rear of the castle.

Hug the side of the building and start walking around. You will pass your landing spot. The next pair of towers holds a pair of guards who will begin shooting at you as soon as they spot you. A grenade or a barrage of bullets will silence them. Once they are down, continue moving along the side of the castle.



A little farther along the path, you come to a place where you must press yourself back against the building and slide along. There are a few guards inside the room, but if you are quick, they will not spot you. Beyond the windows, continue following along the side of the building.

Move quickly along the narrow ledge. If you're spotted, it won't take long for the guards to get rid of you.



Finally, you come to a point with a small balcony above you. You can walk to the far side and jump up. A better way is to do as Q suggests and use your grappling wire to snag onto the hook over the door. Once you drop down from the grapple, you'll move to the next part of the mission.

You can walk around and jump to the ledge, but using the grapple is quicker and a lot cooler.



Infiltrate the Party

Since you have three methods of completing the first mission, there are three possible starting positions for the second. If you jumped onto the back of the truck, you'll start the mission here. The truck will drive through the gate and you come under fire from a pair of guards on the ground below you. Dispatch them quickly and turn around. The truck backs into the building, which holds a third guard. Drop him, collect his weapon, and burn through the locked gate to find some armor plating. From this point forward, completing this mission is the same as going through the main gate. Skip the next paragraph.



If you come in on the truck, expect to draw fire immediately. You can drop to the ground if you wish. This will make you easier to hit, but will improve your aim.

If you walked through the main gate, you'll be on the same level as the two guards. Drill both as quickly as you can and collect their weapons. Enter the door next to where the truck stops and plug the third guard. Get the armor if you need it.



It's a good idea to eliminate this guard even if you don't need the body armor now. You may later, and this clears the way to it.

Leave this area and walk past where you entered. You can go forward or up a couple of stairs to your right. Take the stairs and walk carefully. It's hard to see the guard on the other side of the window in the building. If you can, whack him, then go to the door on the far side of the courtyard.

Inside, there's another guard (there will be two if you failed to drop the guard behind the window). Inside, you find a control panel with large switch. Flip the switch or shoot the panel. This allows you to shut off the power to the entrance to the interior of the castle. At the top of the stairs, there is a bulletproof vest. When you are ready, leave and cross the courtyard to where you entered.

You haven't found the door the switch here controls, but you may as well grant yourself access now.

You are back near where you entered this part of the mission. Go right to find the generator. Move in carefully, because there is a guard on the ledge above you. Shut down the generator to kill all of the spotlights in the area.



With the generator off, you can sneak past the guards in the next courtyard.

NOTE

Shutting off the spotlights instead of destroying them or shooting the guards manning them is a Bond move.

TIP

There's a place to attach your grapple on the ledge. Use it to find the first secret in this mission. On the ledge, you can find some grenades and armor, as well as the weapon of the guard who was here. To get back down to the ground, drop through the hole next to the armor.

Continue forward through the next area. There is a guard at each spotlight on the ledges above you. If you stick close to the wall to your left, you can get past them without having to shoot them. Make your way to the door at the far end of the area and go through it. This leads to a room with a door into the castle on your right and a staircase on your left.



With the spotlights out, you can pass this courtyard without firing a shot.

You don't have to take the stairs, but it's worthwhile. Go all the way to the top, passing the landing on the second floor for now. At the top, you spot a pair of guards, one of whom is armed with a sniper rifle. Plug them both and collect the sniper rifle in case you need it later—it will come

Rendezvous

in handy at the end of this scene. Go back down the stairs to the second floor landing. If you need it, there's armor to be found as well as a flash grenade. You can't open any of the doors here, so don't worry about them. Instead, return to the main floor.



The sniper rifle is valuable for the end of the mission, and climbing to the top of the tower is worth the effort.

Walk away from the stairs and go straight to the door. The lights should be green—this is the door you activated with the switch near the beginning of the mission. Open the door, but don't go through. Inside there's a host of guards. The first is looking over the balcony on the stairs directly in front of you. Plug him.

You'll notice right away that the spotlights in this area are still working. Turn right and shoot the spotlight here. Use your Q-Specs and switch to IR to spot the guards on this balcony easily. Drop them both, then walk out carefully. Turn around and look up.



The spotlights are still working here. Shooting them makes you a harder target to spot.

There's another spotlight right above you. You can shoot the guards from your current position or you can use a hand grenade. This is a tough throw, though, but much quicker if you are accurate. If you don't want to worry about it, use a gun. IR vision helps with aiming.

TIP

Shoot the large icicle. It will fall and cause the guards to shine the spotlight away from you.

When all the guards are gone, go up the stairs to the glass door. You've made it inside. M tells you that both the deep operative and Agent Nightshade will meet you in the library inside. You strip out of your outer clothes, revealing a tuxedo underneath. You're ready for the party.

NOTE

In addition to losing your camouflage, you also drop all of your weapons and all of your gadgets except your wristwatch.

Note

If you started this mission next to the tower, there will be two guards next to the garden walkway near the line of spotlights.

If you came in the back way, you've got a more interesting path. You start on the second floor of the tower. Go to the top and claim the sniper rifle. From here, you can pick off a number of the guards manning the spotlights, which will make your path to the generator much easier. You can't prevent the guards from turning on the lights, but you can prevent the guards from being there in the first place.

Go to the ground floor and outside. Take care of the guard above the door and run forward to the generator. This controls the spotlights, which you've already dealt with. You should take out the guard on the ledge above you and claim the items there if for no other reason than to find the secret area. However, since the guard at each spotlight is gone, you will not get credit for the Bond moment by turning off this generator.

From here, your path is similar to the others. You can take out the three guards near the front entrance and proceed to silence those around the fountain and protecting the switch controlling the door to the interior. With this switch taken care of, retrace your steps to where you started, finishing the scene as on the other two paths.



Remember to unlock the door to the interior, or you won't be able to move on.

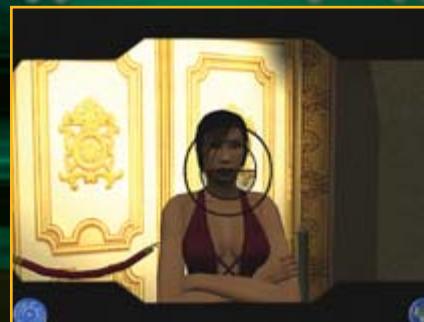
done with the waiter, you will have your cigarette lighter camera, the dart pen, and the stunner in addition to your wristwatch.

The waiter holds your gadgets. Getting these is critical to completing the mission.



Once you have collected the items, you are told that Alexander Mayhew's bodyguard is in attendance. You must photograph the four woman guests in the gallery. Once you do, the pictures will be uploaded to MI6 immediately. Set to work with the lighter camera and get snapshots of all four women. You will need to get fairly close to them to get a good enough shot. Once all four pictures are taken, you can put away the camera.

MI6 doesn't know which of the four women is Mayhew's bodyguard, so you'll need a picture of each.



NOTE

For a little fun, try putting on the Q-Specs and switching to x-ray mode. While the male guests appear as skeletons, the female guests reveal their lingerie. Just what you'd expect from 007.

Armitage Rook who was guarding the doorway upstairs has walked away at this point, allowing you to get through the door. Do so and follow the path to the door at the end. This opens to reveal the library, where you are supposed to make contact with Nightshade.

The Party

Regardless of how you completed the first two parts of this mission, you start the third section in the same place: a hallway inside Drake's house. Your task this time is to rendezvous with Agent Zoe Nightshade and the deep cover operative while maintaining your cover. This means no fighting, which is good, because you are currently armed only with your fists and your wristwatch.

Drake's goons line the hallways inside the house. Fortunately, you don't have to deal with them yet.



Walk past the guard to the door at the end of the hall. This opens up to a balcony. You arrive here just in time to hear Drake's speech regarding the events of the night—a fund for refugees. After Drake's short speech, the guests retire to the salon. Drake tells his associate to play hostess while he attends to business.

When the cinematic ends, you are told to collect your gadgets from the waiter, who is a plant. Head down the stairs, ignoring the guards for now. At the bottom of the stairs in the gallery, approach the waiter and speak with him. You decline a drink, but you happily take your collection of items. Once you are

Rendezvous



Once you have all the pictures, the path to the library opens.



The dart pen works quickly. Hit the goons and move and be sure to collect their guns.

Before Nightshade arrives, you meet the deep cover agent, Dominique Paradis from French intelligence. As you reacquaint yourself with her, Agent Nightshade of the C.I.A. arrives. Nightshade tells you that Mayhew has arrived with the guidance device. Dominique tells you that Drake has retired to the conference room, probably to take possession of the item. You've got to get there and photograph the meeting. If you can get it, you need the device itself. The women leave, Dominique to return to the party and Nightshade to create a distraction for you.

Climb to the top of the stairs in the library and walk to the door. As you leave, M tells you that she wants you at the meeting between Drake and Mayhew. You aren't to endanger any civilians, but you can take out any of Drake's men you encounter. Equip your dart pen and walk to the door on your right.



Your dart pen will come in handy until you run out of ammunition. By then, you'll have acquired other weapons.

When you open the door, you spot a goon at the far end of the room. Silence him with a dart, then take out anyone else who investigates. There are a number of guards here, and it's likely you'll run out of darts before you drop them all. Collect a pistol or two and use it to fight back, grabbing more ammunition when you can. Leave through the door at the far end of the room and continue through the next hallway.

As you open the next door, M contacts you again. She tells you that agent Paradise has informed MI6 that Drake placed some files in his safe. She doesn't know what they are, but they are likely of interest. The safe is behind a painting in the red gallery, which happens to be the room you've just entered.

If you wish to find the safe, open fire on the goon on the floor below you. Jump the railing and get to the ground below. The painting in question is the one to the left of the fireplace. Open it and use the wristwatch on the safe beyond. Inside, you find some grenades and the papers M was talking about. When you are done, climb the stairs at the far end of the room and go to the door and the hallway beyond. If you don't wish to open the safe, you can simply walk across the beams to the far end of the room and go through the door.

TIP

Opening the safe is the second secret in the first mission.



Follow the short hallway to the next door and enter it. When you do, you'll see the meeting between Mayhew and Drake. Mayhew gives the stolen missile guidance module to Drake, who asks about something like NightFire. As Mayhew is answering, two of Drake's thugs enter with Nightshade between them. She's been caught. Drake tells his men to take her to the cable car station.

Now you've got a fight on your hands. Use the balcony as cover and drop a few of the guards below you. They'll retaliate, and one will hurl a flash grenade at you. To avoid being caught in the blast, run back into the hallway. Your own grenades are useful here. A few of the goons will charge up at you, coming through the door opposite where you entered. Plug them and get their weapons, then leave, going down the stairs they came up. This will take you to the conference room below.



The balcony is a good place for a few rounds and a few grenades. Watch the door to your right.

Remove any remaining thugs. The only exit from the room is through the bookcase, which has opened to reveal a secret passage. Slip through and move carefully, since there's a final thug at the bottom of the stairs around the corner. Hit him and go through, down the next set of stairs. This will take you to the final scene in this mission.

The Cable Car

You start the final part of the first mission on the staircase where you ended the last scene. Continue to the bottom and turn to your right. Slide left and plug the goon waiting for you. If you need it, you can burn through the lock to find a

bulletproof vest as well as some smoke grenades.

When you are ready, walk toward the last goon you flattened and again turn to the right. Slide left again to find the second thug. He ducks behind the crates in the back corner, so time your shots when he appears and split him. Walk

forward, but look to your left.



There are four enemies by the gondola, at least at the beginning of this scene.

You should notice a couple of downed guards that you didn't slay. These are the two who dragged Nightshade here, and it looks like she's managed to take care of them. Walk down the short staircase and flip the large switch. This



turns on the cable car, which will allow you to escape.

Once the cable car is turned on, you'll be able to make your escape.

Walk toward the second goon you took out. This time, turn left and slide right. There's a third thug down by the cable car. Like the last one, he ducks behind crates to avoid your shots. A couple of solid hits to the head will silence him. Go down the stairs, again turning to the left.

The final goon is on the other side of the cable car. Shoot him, then turn around. In a crate you find a huge weapon. This is a missile launcher, and you'll want it in a minute or two. Get it, then jump

Rendezvous



start the cable car moving.

Don't pass up the rocket launcher! You'll definitely want this for the trouble ahead.

onto the cable car. Nightshade has located the guidance module and has it with her. When you are ready, hit the green switch to

the rocket launcher is the most effective one you have. By right-clicking on the mouse, you can control the missile to some extent, which will help your overall accuracy.

The rocket launcher might not be incredibly accurate, but it is very powerful, and even near hits will get rid of the guys shooting at you.

Once all three



You and Nightshade zoom away, but just as it appears you've made it out safely, the cable car stops. Two thugs appear back in the station, and you hear the sound of an approaching helicopter from the right. Split the goons with your pistol—it's the most accurate weapon you have.



If you are quick, you can nail both before the helicopter gets too close.

You need to eliminate Drake's men before you turn your attentions on the helicopter.

With these two down, switch to the rocket launcher. As the helicopter approaches, fire a rocket or two. It will fly under the car and back, with guards inside peppering the inside of the cable car with bullets on every pass.

There are more guards inside you'll need to knock out. You can use any weapon you've got, but



CAUTION

The guided rockets have a limited life span when fired.



Austria Ambush

Airfield

Bond and Agent Zoe Nightshade have reached an airfield. While it offers a way off the mountain, it's also heavily guarded. Being spotted by anyone ends the mission in failure—you must accomplish your objectives without attracting any attention whatsoever. You decide to send Nightshade to handle the alarms while you take care of the guard and spotlight towers.

When the mission starts, Agent Nightshade is crouched behind you. Turn and move behind her, and wait for her to move. She runs forward to the nearby building. Do the same and wait. After a few moments, Nightshade tells you that you need to take care of the spotlights.



Move when Zoe does. You're safe from view against this building.

Walk around the back of the building. As you turn the corner to the left, you spot someone manning a spotlight on the back corner. If you hug the building, you can sneak past him. You can also silence him with the dart pen or take him out with a silenced pistol shot or two.

It's easy to miss this guard on the corner of the building, but taking him out here means you won't have to later.



TIP

Once the guard is down, look for a grapple point on the radio tower directly above where he was standing. Use this to reach the roof and collect grenades and ammunition. Drop off the grapple as soon as you are over the roof or the fall will damage you. Don't touch the other guard here, or the alarm sounds. This is another secret.

Go around the next corner to the generator box. Burn through the lock with your wristwatch, open it up, and flip the switch. This shuts down all of the spotlights around the airfield. Retrace your steps to Nightshade and sit tight. Nothing will happen until you get there.



Open the generator to shut off the lights. This allows Zoe to sneak inside the security office.

When you do, Nightshade makes a break for it. She runs for the door, but as she approaches, she hears a guard. Nightshade ducks out of the way, and when the coast is clear, she enters the building. Nightshade is now inside, but you've got your own problems. The guard who has just appeared speaks with the one standing nearby, telling him to look at the spotlight generator. He walks toward you.

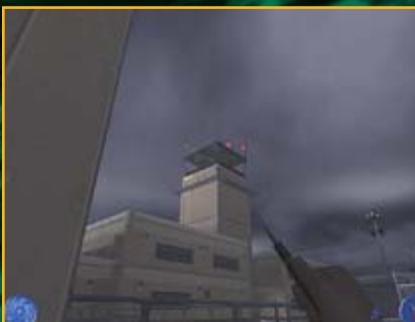
Pull back a bit. Let this guard come around the corner and out of the line of sight of the other guards. When he has, take him down and get his security badge. You need this to get into the next building.

Austria Ambush



Knock out the guard going to check on the generator. This clears the way to the tower.

Go back to where you began the scene and look up at the aircraft control tower. A guard stands on the corner of it. Drop him with a couple of pistol shots or a carefully fired dart. Once he is down, wait for the second tower guard to make his rounds and nail him as well. This makes things easier later in the mission.



This is a tough shot, but you need to silence these guards eventually, and now is better than later.

Go up the short staircase to your left and through the door labeled Control Tower Administration. As you enter, Nightshade contacts you, telling you that she hasn't yet succeeded in shutting off the cameras. Be careful while moving through this building. You have a problem right away. At the first intersection, right in front of you, there's a guard to your left and a camera on the right.

CAUTION

Do not destroy the security cameras! If a camera is taken offline, the alarm will sound and you'll fail the mission.

Wait for the guard to get a drink from the water fountain, and run forward to the door ahead and to the left. Duck inside and wait for him to walk by. There's nothing in here, but it makes a convenient place to sit for a moment. When the camera has panned away, cross the hall to the administrator's office. Open the desk drawer to find the Kowloon pistol.

Use the offices across the hall to avoid the camera and the guard.



NOTE

Finding the Kowloon gives you credit for locating a secret.

Go back to the hallway and move directly under the camera. You're safe from detection here, at least for the time being. Let the camera pan back to where you entered. Use this opportunity to move through the door on your right. You are now in the administration offices. You can move through several rooms here without having to worry about the cameras.

The second room here leads back to the hallway. Wait for the patrolling guard to walk past and keep your eye on the camera outside. When the guard walks away and the camera has panned off, go out the door and run across the hall toward the server room. Turn around and duck into the utility closet area. Again, wait for the camera to pan away before moving.



When you are behind the guard, you don't have to worry about getting rid of him.

TIP

Inside the utility closet is the third secret: an ammunition bag holding frag and flash grenades as well as 9mm ammo.

Continue down the hallway and duck into the accounting office. There isn't anything here, but it's a convenient place to stop. Turn around and look into the hall. The lounge across and to your right has a camera in the back. Wait for it to pan all the way left, then run under it. Once there, let it pan back to the right. Head for the stairs at the back of the area.



The stairs up are your next target. Wait for the camera above you to pan away before you run for them.

The good news is: While you are upstairs, you don't need to worry about cameras. The bad news is that there are two guards inside the room, and you need to get inside. Use the dart pen or the silenced Wolfram to quell both. Get the bulletproof vest from the table if you need it. More importantly, snag the level 2 security pass. When you have this, leave the room. Back in the hallway, go down the stairs to your right.



Once the guard is out of the way, get the armor and the pass. The armor is optional, but the security pass is a must.

There is a camera at the bottom of the stairs to your right. Let it pan off, then run under it. When it moves back to the stairs, go to the door, access the control pad, and leave. This takes you to a long staircase leading up to the control tower. Start walking.

It's a long staircase to the top. The good news is that there's no one here.



TIP

If you look up from the center of the stairs, you can see a grapple point. Use the Q-Grapple to save some time and to collect a Bond move.

Near the top of the stairs, you find a door labeled "catwalk access." Go outside to collect the sniper rifles from the guards you dropped earlier. Go back in and wait for Agent Nightshade to contact you. When she tells you that she's managed to shut off the cameras, you can move. Go up the last of the stairs and into the control tower. There are three guards here, so split them all and collect the additional sniper rifle lying nearby. Load up your Wolfram and systematically shoot all of the monitors in the control tower to disable it completely.



Get rid of all of the monitors to trigger the next part of the mission.

When the last monitor goes up in smoke, you see a brief cutscene in which Nightshade bursts out of the security office, pursued by guards. When you regain control, run down to the catwalk and equip the sniper rifle. Nightshade needs you to protect her, but first you have to protect yourself. Take out any guards standing on top of the buildings in the area, because they concentrate their fire on you. Once they are out of the way, start picking off enemies on the ground.



Agent Nightshade's safety depends on your accuracy with the sniper rifle. Shoot and move quickly to get them all.

Austria Ambush

Don't worry too much about Nightshade. She moves around on the ground while you handle the bad guys. Try to keep track of where she is. When she makes a break for the gate, look down. Two enemies appear directly beneath you. Pick them off, and Nightshade's path to the building below is clear.

Once Nightshade is gone, run down the stairs to the bottom of the tower. Retrace your steps to the outside, fighting through the guards as you go. You can't enter the door Nightshade did, but back on the ground, a guard opens a door for you near the loading dock. Take him out and take that door to continue.

NOTE

An alternate entrance to the main warehouse is located on the far right side of the building. Find the door marked "Main Warehouse Administration." It leads to the back offices.

TIP

If you jump and crouch onto the crates by the second truck, you can jump into the back of the truck. Burn the lock off the crate to collect another Kowloon pistol and some ammunition. This is a secret.

Once inside, collect the bulletproof vest and go through the door marked Main Warehouse. When you do, you are attacked by a huge number of guards. Fight your way through them into the warehouse, and cautiously start moving. The red barrels explode once they take enough damage.

The main warehouse is filled with enemies. Take them one or two at a time to avoid being overwhelmed.

TIP

If your armor is still okay, consider taking the bulletproof vest after you take out the first few guards.

Start moving through the warehouse carefully. Look between stacks of crates for additional guards. The small administration offices contain several guards. Explore both fully. In the one on the left, find crates of ammunition and weapons and a good amount of armor plating. When you are done, return to the warehouse.

If you can take out enemies before they are aware of you, this will be easier.



Back in the warehouse, move down the narrow aisle between the crates. You emerge in an open area with some large pipes on your left. Crawl through the pipes once the area is clear. A few more goons are on the far side. Slaughter them with extreme prejudice and take a look around. Take the door and go through the next room to return to the outside. While you are here, Nightshade contacts you and tells you that she is in the primary hangar. Your job is to check out the secondary hangar.



The pipes offer a little cover. Act quickly to take down the guards because your mobility is limited.

TIP

Use crouch-jumps to get on the crates and then the freight cars. Proceed to the administration offices and walk along the roof to the fenced area at the back, where you find armor, grenades, and ammunition. You've tallied another secret!

That's easier said than done. The outside is crawling with thugs. Use grenades to suppress them and take them down with any weapons except the sniper rifle. You need this later. If you have a lot of ammunition, you can use it. It's not fast, but it is efficient and effective.



X-ray mode on the Q-Specs gives you an idea of what to expect before you open the door.

Your goal is the maintenance garage, on the other side of the compound. Make your way over, carefully picking off any enemies in your way. The Q-Specs are extremely effective here, both on X-ray and IR modes. Once you get to the maintenance office, rearm yourself and collect the bullet-proof vest. When you are ready, step into the secondary hangar, on the other side of this small room. Ready your sniper rifle before you leave.

Be observant. It doesn't look like much, but that's an enemy peeking over the crate in front of you.



When you step outside, Nightshade joins you. You've found Drake's private plane. While Agent Nightshade gets the plane out onto the runway, cover her from the radar tower. Start by taking out the guards on the radar tower. When they are down, run there and climb up to the first level.

Use the scope with the sniper rifle to ensure accuracy.

**TIP**

If you climb to the tower's second level, you can use the machinery for cover.

Enemies appear on the tarmac behind where you climb up. They also come out the door by Nightshade. Switch your view back and forth. While you can't safely target the barrels near Nightshade, the ones on the tarmac are fair game, and can help you silence groups of enemies at a time.

Keep moving the scope to find and eliminate all the foes.



It takes Nightshade a few minutes to get the plane ready to leave. Once she starts taxiing away, climb down to the ground and run out to meet her. You don't have much time, so don't hesitate. Run out to the tarmac and run next to the plane. You hop onboard and fly away to Switzerland. The guidance chip is back in your hands, at least for now.

Once the area is clear, board the plane and go.



Uninvited Guests

Escort

NOTE

Unlike most missions, here you can travel between the different scenes frequently. The following walkthrough suggests one path through that allows you to find all of the secrets and claim all of the Bond moves.

MI6 has determined that Rafael Drake plans to eliminate Alexander Mayhew, the head of his Asian operation. Drake blames Mayhew for the security breach in Austria and is now cleaning house. Mayhew has agreed to give up important information regarding Project: NightFire on one condition: you must be the one to bring him in. He's currently holed up in his Japanese estate with his bodyguard, Kiko Haiyashi.

It should be a simple pick-up and extraction, but you haven't arrived alone. Moments after you arrive, Drake's men appear to eliminate Mayhew. You've got to get him to his security bunker in one piece.



When the mission begins, expect to be attacked.

You don't have much time to react. As soon as you regain control, a thug appears in the hallway just beyond the glass door. Take him out and get his weapon, a Commando. When he drops, Mayhew runs through the broken window to the left. Follow him and use your X-ray Q-Specs to look through the door he's standing by.

Another goon is inside. With luck, he'll have his back to you and you can take him out quickly and efficiently. Grab his weapon and again let Mayhew show you where to go. He moves to the doorway and stops. When you are ready, go through.



Attacking from surprise has benefits here. If you can sneak up behind this guy, you can knock him unconscious.

TIP

There is a door on the side wall opposite where you entered. Go inside to find Mayhew's security area. Through a door at the back, grab a Commando and a clip as well as some armor. Doing this brings an extra guard to attack you when you try to leave this area.

Look right. Three more thugs are in here, and you should have the drop on them. Take out at least one before you draw any fire. Slide over to the left side of the room for easier firing angles at the remaining goons, especially if you eliminate the closest one first. When the room is clear, Mayhew again runs in and heads to the door at the back. Follow him. Collect the ammunition first, and make sure your weapon is fully loaded.



Several Yakuza goons wait for you in this large gallery. You need to clear the path for Mayhew to enter the room.

Crouch and move in carefully, not going past the wall to your right into the main room. Sit tight here and wait for the guy on the balcony to walk past. Nail him with a few silenced pistol shots to prevent him from tossing grenades your way later. Arm the Commando and lean around the right corner. Plant the two thugs on the ground level before ducking back. There's one more on the top floor. Move in carefully and nail him.



The main gallery holds more thugs as well as the secret entrance to Mayhew's bunker.

With the four goons in this area dead, Mayhew enters the room and runs to a painting. Go in yourself and collect all of the ammunition you can find. The picture hides the entrance to Mayhew's bunker. When you have collected all of the ammunition in the area, return to Mayhew and leave.



Once all of the Yakuza have been dealt with, Mayhew retreats to his bunker.

Mayhew's Bunker and the Bathhouse

Mayhew tells you that what you need is locked in his bedroom safe. He gives you a small white marble and tells you to "feed the dragon" to open the safe. Mayhew also asks you to wipe the hard drive on his computer so that Drake can't use the data stored there. Finally, Mayhew begs you to look out for his servants and rescue them if possible.

Collect the weapons and ammunition near Mayhew, then go down the winding hallway to the storage locker. Burn the lock and take the weapons inside. The grenades will be particularly useful in the upcoming areas. Trigger the switch next to the ladder and climb up to the top. This puts you behind the bathhouse.

Check out the locker before climbing the ladder. You find valuable items inside—and rack up another secret.



Equip the sniper rifle and look over toward the bridge. Pick off the four guards one by one. When they are gone, cross the bridge and look toward the door into the building on the opposite side. A fifth guard is here. Again, a sniper shot clears the way.



The sniper rifle is invaluable for clearing the path to the bathhouse.

Walk forward from the bridge, off the path, and into the water. Walk up to the building and crouch. Find a tunnel directly in front of you. Swim through until you spot the ladder in the distance. Climb up the ladder and go through the trapdoor at the top. You've entered the back of the bathhouse, directly behind the hostage and the man holding her.



More ammunition and goodies are inside this locked chest. Even better, you can open it without alerting the nearby guards. It's another secret.

Uninvited Guests



A quick shot frees the hostage and puts you a little closer to completing your mission.

Sneak up to the nearby case and burn the lock to find another Commando, armor, and a flash grenade. Drop the guard to rescue the hostage, who thanks you properly. The two exits from this room both lead to the same area, but if you go right, you'll be spotted. Go left and toss a flash grenade into the next room to stun the goons. Drop both, then go left through the next two doors. This takes you back outside to a position near the viewing platform.



A well-placed grenade helps clear this room and open the way to the viewing platform.

CAUTION

The bathhouse girl is behind the screen on the right. Be careful when you eliminate this goon, because a stray shot can hit her, which causes a mission failure.

NOTE

There are two additional paths to the viewing pavilion. You can drop back to the tunnel behind the bathhouse and continue to the left to the end. Or, if you go right past the two guards, you return to the area behind the bathhouse. Cross the bridge and walk around to the large wooden gate to reach the viewing platform.

The Viewing Pavilion

NOTE

Leaving through the house is the easiest path in to this part of the mission. If you decide to go through the tunnel, you start below the house. If you come via the gate, you're distant from the viewing platform, but in a good position to snipe.

Equip your sniper rifle and put on the Q-Specs set to infrared vision. Goons walk the grounds outside the viewing pavilion. Start shooting. Pick off a few from your beginning location, and move a bit to find the rest. Half a dozen thugs roam outside the house. If you are quick, you shouldn't draw any fire from them.



While you don't need the IR vision, it helps your aim tremendously.

The viewing pavilion is the building sitting over the water. Walk around until you have a good view inside. A goon holds a woman hostage. Once again, use the sniper rifle and drop the thug. This frees the hostage.

One more shot, and the hostage is free.



Now you have an issue—there doesn't seem to be a good way back into the house without backtracking all the way through the bathhouse. You can do this if you wish, but there is a more

elegant solution. Shoot the two red lanterns on the wire between the shore and the viewing platform. Climb up the rocks under the wire and go hand-over-hand to the platform. Be careful of the two areas where the lanterns were; they spark occasionally. If you are hanging on to an area that sparks, you drop into the water. This solution not only saves you the trouble of backtracking, it awards you with a Bond move.



Destroy the hanging lanterns to clear the wire.

Once that's done, clamber across to the platform itself.



Check out the viewing platform if you wish, but there's nothing there save the ammunition from the thugs you killed. Walk down the long hallway to the door at the end. Put on the Q-Specs and switch to X-ray vision, and you can see three guards in the room beyond. Puncture them and enter the room. Look left toward the next door.



The Q-Specs help you shoot accurately through the paper walls.

Approach the door and again don the Q-Specs. A goon stands directly on the other side, and if you look carefully, you can see another in the kitchen a little way back. Hit both and move out carefully. Enter the kitchen and look into the pantry on your left. Drill the thug here, then return to the hallway and look left. Follow the hallway around to the door at the far end. Go through the very small courtyard to the next door. This takes you back inside the main house.



One more Yakuza bullyboy to go and the kitchen will be clear.

NOTE

Technically, walking back into the main house takes you back to the first scene in this mission. However, for the sake of clarity, it will be considered a part of the third scene.

You are now back inside the room where you first met Mayhew. Walk forward through the glass door and outside. Follow the same path you did with Mayhew until you come to the large wooden door. Stop here.



The carport is just outside this large double door.



Uninvited Guests

TIP

In the room you started in, you can find a secret. Go through the door to the right of the glass doors. This returns you briefly to scene 3. Walk down the hallway and use your wristwatch laser on the chest at the end. Destroy the items on top of the chest to find a Kowloon, two ammo clips, and some armor.

Open the door to find three goons outside, the one in the middle standing over the third hostage. Drop all three to free the girl. Then collect the ammunition and return to the house. The sniper rifle works well here simply because it quickly eliminates foes.



With the third hostage rescued, you've got only two more to save.

Retrace your steps back to the room you started the mission in. The door to the right of the mural leads to the final scene and the last two hostages. Go through it when you are ready.

The Library

You are in a hallway that leads left. Open the door on your right. You see a guard directly in front of you, but if you are quick, he won't see you. Plug him and walk out into the garden area. Go around the walkway to your right and drill the second goon. This clears this area. Continue around the path to the stairs and get to the ground.

Once again the Q-Specs come in handy.



Walk forward and look up to see a grapple point. Use it to reach the second floor of the library and claim another Bond move. Arm yourself and enter. Some thugs are inside, mostly on the balcony level with you. Be careful when you look down into the library, because the fourth hostage is here, and stray bullets will end your mission.



The grapple point gets you inside on the top floor of the library, which is easier and safer than the path through the house.

Walk down the stairs and curl around. Go through the library and look left. Shoot the passing guard, then investigate the bookcase to the right. A red book with a Phoenix logo sticks out just a little. Activate it to open a secret area filled with armor and ammunition, both of which you likely need.





Activate the red book to open a secret panel loaded with weapons and armor.

Leave the secret area and go out the door to your right. In the hall beyond, exit through the double door back to the garden. Walk straight across to the door on the other side. As you do, notice the open windows on the roof. These windows are your next goal.

At the door, put on the Q-Specs with X-ray vision activated and shoot the two thugs right by the door. Once they are down, enter and look slightly right to spot the staircase. Drop the goon guarding it and walk forward carefully. Another one is in the room to your left, and one above him on the balcony. Slay both and take the stairs.



Using X-ray mode on the Q-Specs helps you eliminate goons without putting yourself at risk.

There is a single room at the top of the stairs. Destroy the guard inside and get the body armor if you need it (you shouldn't). Climb on the items under the windows, then crouch-jump to reach the roof. Walk over to the skylights and look down. Swat the two guards standing over the hostage. You now have saved all of the hostages. Only Mayhew's computer and the information you came for remain.

You've got the drop on the guards standing over the fifth and final hostage.



TIP

Open the closet in the room with the guard and the body armor (for another secret). There's a locked chest inside. Burn off the lock to find a silenced MP9, two clips, and a frag grenade.

NOTE

Dropping in via the balcony is this mission's final Bond move.

Crouch and crawl through the skylight. Drop onto the beam below you, then drop to the ground. Walk out the door and look left. Pin the goon at the end of the hall, then turn around. Two more thugs are behind you. A grenade can take them both if you are careful. Otherwise, mop them up with anything other than the sniper rifle, because you'll need this soon.

Walk left down the hall toward the first guard you shot here. The rightmost of the two rooms to the left contains another guard. Take him out so he doesn't appear behind you. Walk to the door at the end of the hall. Open it and silence the thug standing over the computer. Continue firing to destroy the computer. This fulfills another objective.



Shoot through the thug and take out the computer to fulfill another mission objective.

Enter the room and go to the door on your left. This takes you back into the library. Walk to the back and go right through the narrow doorway. This leads you to Mayhew's bedroom. Be on your guard, because there are tons of enemies here.

Go past the door on your left to the room beyond. You can step in carefully, but three enemies lurk here. Walk in and slide left to hit the guy standing in the bathroom. Once he drops, turn and face the main room. Whack the two thugs in here, then proceed into the room itself. Approach the single door out.

Uninvited Guests

A quick shot helps reduce the odds in the area outside Mayhew's bedroom.



This door leads to Mayhew's bedroom, with four goons inside. Use the Q-Specs to scout the area and plug a couple of bad guys before you enter the room. The easiest guy to hit is the one standing at the back of the room. Defeat him, and two should come to the door without opening it, making them easy targets. The fourth enemy is inside to the left, near the dragon statue.



Drop the first thug and two more come to investigate. This sets up a couple of easy shots.

Enter the room when all of the guards are handled. Other than the dragon statue, the only thing of note is the dressing area to the right, which holds body armor. Activate the dragon to open the safe above it. Get the information you came for. This completes all of your objectives. Return to Mayhew's bunker to leave.



Once the safe is open and the access card collected, return to the bunker.

The simplest way is to leave Mayhew's bedroom the way you entered, through the library. Go through and past the ruined computer, out into the hallway. Walk to the far end and go through the door. In the next hall, again walk to the end and go out the door on the far side.

NOTE

Technically, you have returned to the first scene, and entering Mayhew's bunker returns you to the second scene.

Walk forward again and go to the painting on the left wall. Activate the door into the bunker and descend. Follow the hall around until you reach Mayhew. When you approach him, the scene ends.

The Assassin

Mayhew asks about Kiko, but you never saw her upstairs and you don't have time to worry about her now. The two of you prepare to leave the estate—you have everything you came for, so there's no reason to hang around. You tell Mayhew to wait so you can make sure the area is clear. He doesn't listen to you, much to his peril. As he steps out into the carpark, an assassin jumps down from the roof and slices the man fatally across the back. Mayhew lies dying, and you've now got a nasty fight on your hands.



The assassin is tough to defeat, partly because he's physically strong and partly because he is fast and has a number of devastating attacks. Your best weapon here is the sniper rifle because it does the most damage and can be fired accurately, if not quickly.

The ninja moves quickly. While the sniper rifle doesn't have a good rate of fire, it is powerful enough to handle the ninja with just a few shots.



The ninja assassin, when he has range, attacks with withering weapon fire. Keep moving to avoid his shots. If he wants to close the gap quickly, the assassin can move with blinding speed, rushing forward and swinging his katana to deadly effect. For truly deadly attacks, the ninja can also move from point to point instantly, again attacking with his katana. He also favors flash grenades, using your temporary blindness to move in for the strike.



You're the safest with the ninja far away and without a weapon drawn. Strike as often as possible then.

Your best defense is to keep moving quickly, sliding left and right to avoid the ninja's shots and katana swings. If he vanishes, start moving and don't stop until he reappears. Keep firing. You must hit him multiple times with the sniper rifle to finish him off, but you should be able to do it in short order, even if you take a lot of damage in the process.

Try not to let the ninja get any closer than this.



Once the assassin is defeated, approach Mayhew and speak with him. He tells you that the access card you retrieved allows you to gain access to the NightFire information at Phoenix International. To ensure his own safety, Mayhew didn't keep the material you need at his house (not that this plan did him any good). Just as Mayhew dies, Kiko appears. It's no longer safe for her, so you take her with you to Tokyo, and Phoenix International's building.



Phoenix Rising

Getting In

You and Kiko drive to Tokyo and the headquarters of Phoenix International. Armed with the access card and Mayhew's password, you have everything you need. However, Kiko tells you that chances are good that the entire building has been locked down because of the security breach.

As you drive, Q calls and tells you about a few of your more interesting items. The magnetic grapples allow you to climb sheer glass or metal surfaces; the decryptor, disguised as a PDA, can grant you access to areas locked with numeric keypads; the Q-Worm is a computer program that allows MI6 to monitor any computer on which it is installed. With these gadgets, the mission ahead should be interesting, to say the least.

As you begin, M tells you to avoid killing the security guards because they are innocent civilians. You also need to avoid detection. This means you must use non-lethal methods to eliminate security guards. Your fists, dart pen, and stunner will be extremely useful. Start by approaching the guard walking in front of you. You don't have many darts, so don't waste one here. Instead, use either the stunner or your fists.



Knock the security guard out to prevent him from sounding the alarm.

Continue forward around the corner to your right. Hug the wall and creep up until you can hear the conversation between the two guards standing nearby. When they finish talking, back up and move behind the green car until you see both. Take out your dart pen and peg them both. There's no good way around them, and you need to make these shots from range. If they spot you, they will raise the alarm.



You need the dart pen to take out the guards near the elevators.

TIP

If you approach the two downed guards and go right, you find a Phoenix van. Investigate it to locate three flash grenades and get credit for finding a secret.

Now you need to be especially stealthy. Walk past the two guards you just dropped and spot the door with the yellow sign next to it. You must get to that door, and if possible, avoid using another dart. Creep forward, keeping your eyes on the security guard standing by the gate. He shouldn't see you, and neither should the technician working next to him. Open the door, go through, and climb the stairs to the next floor. When you open the door, you move on to the next scene.



If you are quick and stealthy, you can get by the last two guards without attacking.

The Lobby

You need to get to the top of the building, but the main elevators are offline. To activate them, you must find a security pass and access the security office to turn the elevators on. Once this is done, you can use the elevators freely.

Two guards are walking away from you to your left. Follow them and listen to their conversation. One of the guards mentions that he left a security card on the front desk. Once you hear this, approach the pair and knock them senseless. Try not to use valuable darts here.



Once again, conserve your darts. Use your fists to disable these two guards.

The next part is a little tricky. Go back toward where you started and take the other path toward the front desk. As you approach a large, open area, you are notified to use your Q-Specs on X-ray mode to pass the one-way glass to your right. A better way is to look up on the balcony. Use your grapple to swing up and claim a Bond move. Silence the two guards on this balcony, walk to the far side, and drop back down to the ground.



The grapple is handy for bypassing the security area on the ground floor.

TIP

On the overlook at the far end of the balcony, find a Kowloon and a clip for it. You've grabbed another secret.

Again, you have two possible paths, one left and one right. The left path is better. Walk until the area in front of you opens up into the main lobby. Two guards are here, one behind the desk and one near the front door. The guard behind the desk is sleeping, so don't worry about him. Take out the guard by the door with a well-placed dart, and crouch down.



If you are careful, the guard behind the desk won't spot you.

Go over to the main desk. When you get to the desk, stand up and

take the access card. Return the way you came, back to the last open area with the one-way glass. Hug the right wall back to where you started, and again take the path to the right from your starting location. The first door on the right opens to the security area, and you now have a pass to get in.



This door leads to the security office. Once inside, you can turn on the elevators.

Duck inside, and be ready for the single guard here. Once he is out of the way, approach the red glowing panel in the back of the room. Using your decryptor (as recommended by Q), unscramble it and turn the elevators back on.

CAUTION

Guards knocked out by Bond will eventually wake up. Be quick in this level or cautious when returning to the elevator area. The guards may have regained consciousness and try to sound the alarm.

Phoenix Rising



Use the decryptor to activate the elevators. When this is done, it's time to move on.

All that remains now is leaving. Go back to the hallway and go left to your starting location. The elevators are now online. As you approach the elevators, Q contacts you. He tells you that there are invisible tripwires in the offices above. You have to use your Q-Specs to see them. Call an elevator down, and when it arrives, step in to be carried to the next scene.

Dodging Security

Move quickly when this scene starts. Move to the round desk and duck down, because a guard is walking nearby. Peek out to make sure he's walked away, then look around the corner. Once the guard is moving along and the camera has panned off, run left down the hallway.

Again, be cautious, because there's another guard here. This one is more problematic, though, because you need to get through him. Knock him out or stun him and run past. The rounded corridor to your left leads nowhere, so avoid it. Instead, continue down the hallway in front of you.

Move slowly to take out this security guard without raising the alarm.



Lean out around the corner to the right. If you look with the Q-Specs, you see a trio of laser tripwires across the hallway, so that path is out.

To avoid them, go through the door to the left. Follow this series of offices around to the right and back to the hallway. Be careful of the guard and camera in the hall. You know you're at the right place when Q contacts you and tells you to be wary of the cameras.



If you trail behind the guard, you don't have much to worry about until you encounter the cameras.

TIP

If you don't want to keep putting the Q-Specs on, look at the walls. Any time you see a column of small, black squares, you've found a laser tripwire location.

The way around this guard and camera is simple: the door across the hall that leads into the server room. While in the server room, wait for the guard to walk past to the right, then duck out and curl around to the left. Run down the hall to the first door on your right, which is labeled as the kitchen. There's a camera here, too, but don't worry about it. It's right across from the door. If it's not pointing directly at you, you can cross the room and stand under it.



Hide in the server room to the left and wait for the guard to walk away to continue.

When the kitchen camera pans left, run across the room to the door at the far end. Go through and run directly under the camera across from you in the hallway. You can't get through the double doors here, but you can enter the small door that was to your left as you exited. This is where you need to go. There is ammo for your Dart Pen through the second door on the left.

Follow this darkened room around to the back and right to another hallway. The administration computer is in the office in front of you. Enter and use the Q-Worm. Now MI6 can monitor this system remotely. That's one down, one to go. Backtrack all the way to the last camera, being wary of the guard to the right out in the hallway.



Use the Q-Worm to link this computer to MI6 headquarters.

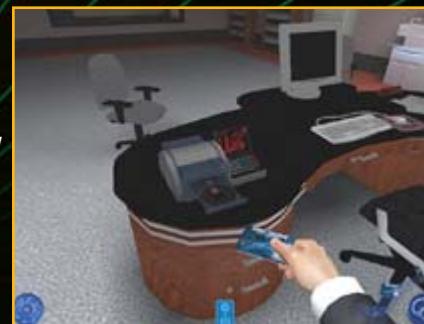
The next part is quite tricky. Run under the camera again, heading down the hallway. This leads to an atrium with a couple of guards. You can take out the guards if you wish, but there's a better way. Equip your grapple and use it to haul yourself up to the hooks holding the massive artwork. Use the grapple again to move from the first sculpture to the second, then drop down and continue forward. Not only does this allow you to avoid the guards, you also get credit for a Bond move.



The hanging sculptures are the best way through the atrium.

Your next goal is just a few feet down the next hallway. It's the first door on the right. Hide inside before the guard spots you. Go through this office to the next hallway. Another guard is here, but at least it's camera free. Silence the security guard and go through the door labeled "Accounting Exec." The second computer is here. Install the Q-Worm and leave.

One more Q-Worm installation and you can move on.



Out the door, take the first left. The door at the end of the hall is the security office. Gain entrance via your access card and quiet the man inside. Use the decryptor on the red panel. This shuts off the laser tripwires for about 30 seconds, giving you ample time to escape. To leave, go out of the security office and go right. The first door on your left leads to the stairs. Access the door, and you move to the next scene.



Use fists or the stunner on the final security guard to gain access to the panel.

Elevators

You've made it deeper inside Phoenix International, but you still have farther to go. Here, your job is to plant the Q-Worm into the elevator control computer. Stay undetected and avoid slaying any innocents. You may be low on darts, which means you need to rely on your fists and your stunner to continue. Fortunately, this level has no cameras.

In front of you are a set of windows with a worker behind them. Go to the left of the windows and through the door. Stun or knock out the worker and continue across the room to the door at the far side. Go through it to the room beyond.



This worker goes down easily. Knock him out quickly and there's no chance of the alarm sounding.

TIP

If you go right at the windows, you find a storeroom at the end. Burn the lock off the locker here to find a Commando, armor, a flash grenade, and both 9mm and Kowloon ammo. It's another secret!

Now you have your work cut out for you. A number of workers are in here, and any one can set off the alarm. Walk out onto the catwalk and turn left. Peg the guy standing outside the central area with a dart, then drop to the ground. Knock out the two workers on the floor, and proceed up the stairs at the far end of the room.

TIP

If Bond disables the fuse box, the worker and security guard will eventually make their way to the fuse box. Bond can avoid knocking out either of the two if he waits for them to pass by after he downloads the Q-Worm.

You have to be fast and accurate to silence all the workers in this large room.



At the top of the stairs, go through the door. Turn left immediately and use your wristwatch on the lock. When the fuse box opens, pop a shot into the controls to knock out the lights in the area. Not only does this make you difficult to see,

it gives you credit for another Bond move. Turn around and walk down the hallway, turning left at the first opportunity. Walk toward the red light.

Make your exit simpler—shut off the lights by opening this fuse box.



Go through the door at the end of this area and disable the worker, then head for the door at the opposite end of the room. This leads to the control area. Knock out the last worker here and use the Q-Worm on the computer. Leave the way you entered.

When you return to the hallway beyond, you hear the penthouse elevator come online, then immediately shut itself off again. M tells you that Drake is likely hiding something. Find another way to Mayhew's office. Take care of the guard in the hallway and go left to the next door. Your Q-Specs set to night vision will help tremendously here.

What would you do without the Q-Specs?



At the end of the hallway, go left. One last worker is on this level. Knock him out and walk to the doorway across from where you entered. This leads out to the roof, where you can find another way up to the penthouse and Mayhew's office. Once you open the door, you move on to the next scene.



Once you go through this door, you're on a lower roof.

Climbing

When you set foot outside, your new objective becomes clear. You have to use the magnetic grapples to reach Mayhew's office. Switch to a weapon and take out the thug walking around the area. Collect his weapon. As you continue walking, Q contacts you and tells you a little about the grapples. They've never been tested on a wet surface, but you have no choice. Walk to the large open semicircle (which is where the penthouse elevator travels), and you don the grapples automatically.



The only way to the top of the sheer glass and steel wall is to trust in Q's magnetic grapples.

Now comes perhaps the most interesting part of this mission. You must climb up five stories while avoiding detection. You'll face two types of enemies. The first are typical security guards who raise the alarm if they spot you. The second are more serious. These armed thugs will shoot out the windows, causing your grapples to fail and sending you plummeting to your death.

The first floor is easy. Slide a few windows to your left and climb up. The single security guard here stands in place near the alarm on the right, so just get out of his line of sight to pass him.

The first window is easy. Just move left and the guard won't see you.



The next floor is quite a bit trickier. The security guard on this floor walks a steady beat around the office. Move all the way over to the right and watch him. You'll be tempted to move a lot earlier than you should. His path takes him to the alarm, then back. He turns suddenly to face you, moves up to the window, then saunters to your left. Once again, he turns suddenly to look right at you. When he turns back to the elevators from here, you are clear to move.



Past the first window, move back to the right. Fortunately, you aren't on a time limit here.

Now you are up to the third level. This one is more difficult, because this time, you have three guards to deal with. One stands to the far left and looks straight ahead. The second follows a path similar to the guard on the floor below. The third is the one to keep your eye on. He carries a Commando. Wait for him to approach the corner directly above you. When he walks away, assuming the second guard is off to your left, climb past.



The armed guards are more serious because they'll kill you if they catch sight of you.

The next floor holds two armed thugs. They seem to walk randomly, which makes this floor appear much harder than it really is. To get past, wait for both to walk away to the left, then climb quickly past them. The one closer to you appears to turn around to see you, but he's angled toward the wall and won't catch sight of you.

Phoenix Rising

For the final floor, you simply have to be patient. Wait until both guards are far to your left and climb up past them. Continue all the way to the top. Once you are past this floor, you reach Mayhew's office.



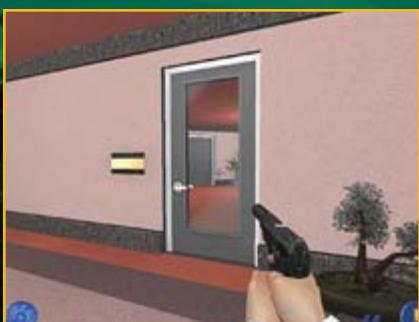
Wait until the right moment to move. Go too soon, and it's a long fall to the ground.

Mayhew gave himself a fairly impressive office.



Mayhew's Office

This one is the simplest area in this mission. There's no opposition until you get everything you've come for. Walk down the hallway to the left to the first door you come to. This leads to Mayhew's secretary. Walk through to Mayhew's office. There's nothing to worry about yet.



There's no reason to worry at this point. You're perfectly safe.

Go to Mayhew's desk and upload the Q-Worm. When you have done this, leave through the door you entered and go back to the hallway. Head left around the curving hall. When you come to a set of large double doors with the Phoenix International logo, M tells you it's likely that the NightFire information is here. Walk up to the door and access it with Mayhew's password.

The door opens to a small room with a thick metal security door on the other side. Use your decryptor to hack the panel on the left. This opens the security door, revealing the path to the central computer terminal.



Use the decryptor to hack the panel and gain access to the computer beyond.

Walk forward on the bridge that appears in front of you. The terminal rises up from the center of the floor. Access it, and you've got the NightFire data MI6 wanted. You can leave now. Of course, you will face some opposition.



When you turn around, you spot the opposition in the room you just left. Flash grenades are helpful: throw them, then duck around the side of the metal door to avoid being caught in the blast. Gun down all four thugs here and return to the area outside the central terminal. Hug the left wall, because more goons are here. Another flash grenade can help, as can leaning out to the right to throw it.



Once you have accessed the computer, Yakuza thugs arrive to block your escape.

Once the goons are all dead, M contacts you again, congratulating you for recovering the NightFire data. She asks that you plant bugs in the conference room and in the penthouse above. Planting the bug in the conference room is easy. Walk around the corner where all the goons were and go through the door. Cross the room to the next door and walk up to the table. You plant the bug automatically. You find a gun under the table, but put it back for later use.

There's the conference room. Walk to the table to plant both a bug and a pistol for later use.



You can leave now. Exit the area and go through the door to your left. This leads up to the penthouse. When you leave, you are met by Dominique. She tells you that this entire mission has been an elaborate trap. Drake couldn't open Mayhew's safe without the password. Now that you've got the files, Drake plans to stop you. The stairs here lead to the helipad and the penthouse. Head up to complete your mission.



Take care of a couple more Yakuza before you leave.

The Penthouse

This mission starts easily. Walk past the Zen garden to the doorway into the penthouse. The door opens automatically for you. Even better, no one is firing at you, and there are no cameras to worry about.



Once you have bugged the penthouse, you can leave. At least that's the plan.

Inside, walk to the numeric keypad on the wall. You probably need some armor after the last fight, and a little ammunition wouldn't hurt, either. Use your decryptor on the numeric pad. This opens a small arsenal in the wall, giving you access to weapons, ammunition, and most importantly, armor. Get everything you need. Also note that you can't reach another part of the arsenal yet. You'll get to that eventually.

Hack the panel to open part of an arsenal.



NOTE

Opening this arsenal is the final Bond move in this mission.

Now walk to the center of the penthouse to the desk. Go around to the other side and walk up to it. This bugs the desk automatically. You have a few seconds to move now, so get away from the desk. Move back to the arsenal.



The desk you need to bug sits in roughly the center of the room.

An attack helicopter arrives on the scene. Its first action is to destroy part of the dome and desk in the middle of the penthouse. You can now access the outside. Equip the Commando if you haven't already and start unloading onto the chopper.



The battle helicopter attacks. This is the toughest fight you've faced so far.

The chopper mainly attacks with machine gun fire, but as you inflict more damage, it starts retaliating with rockets. Some of those rockets go inside the penthouse. The one to watch for is the rocket that targets the arsenal. This destroys the metal gate at the back, giving you access to the armor, and more importantly, the rocket launcher beyond.



Unload as much ordnance into the chopper as you can.



A stray rocket shot grants you access to a rocket launcher.

Switch to the rocket launcher and start firing. You need three or four solid hits on the chopper to take it down. It's tough to get unguided shots to hit, but using guided shots leaves you vulnerable. Stand in one of the doorways and fire out, guiding the missiles into the helicopter.

NOTE

Guided rockets have a limited life span, which makes using them a little trickier against the battle helicopter.



Guided missiles have the best chance of connecting for damage.

With enough damage, the helicopter starts smoking and begins to crash directly on top of you. You run forward and leap off the building, pulling a drag chute behind you to soften the fall. Kiko is nowhere to be found, so you hitch a ride with passing motorists. The NightFire data is still safe.



Hidden Agenda

Astronaut Training

The NightFire data you uploaded to MI6 contains some troubling information. It appears that a great deal of construction is going on at an abandoned nuclear power facility near Tokyo—a facility that was being dismantled by none other than Phoenix International. Your job is to check it out.

Once you are in, you see an old friend, Rook, the head of Drake's security. Rook survived his helicopter crash into the gondola back in Austria, and he's planning a warm welcome for you. Now, in addition to restoring power to the service elevator and gaining access to the astronaut training facility, you've got to find Rook and take him down.



Crawling through vents might not seem like much fun, but it's the best way to get from place to place at the start.

You start in an air vent looking down on a power facility. The area is crawling with guards, so you must find a good way in. The nearby grates can't be opened, but there is a path leading up to your left. Put on the Q-Specs and switch to nightvision. Crawl up the vent and go right at the top to the next grating.

TIP

From the start of the mission, Bond can look through the vent into the main area and eliminate three guards (one wandering guard, a guard in the control room to the right, and guard in the turbine room).

You can fumble in the dark if you wish, but the Q-Specs make travel through the vents much easier.



If you wish, you can cut through the lock on this vent and drop down to the ground. However, the number of guards in the area makes this plan foolish. Instead, put the silencer on your pistol and nail any guards you see. Crawl over the vent and turn around. If you target the red barrels and shoot them a couple of times, the resulting explosion knocks out a couple more guards. When you are done, turn around and keep crawling.



Dropping down into the middle of the room is hazardous. Don't try this unless you are very accurate, have cleared much of the room, or have a death wish.

Put the Q-Specs back on. Around the corner to the right, you see a drop ahead and a path to the left. Take the left path; this gives you a chance to drop a few more guards before you go to the ground. You pass two more grates. When you've taken out all the guards you can, go back to the intersection, turn left, and drop to the lower vents.



Cutting through the vents allows for more accurate shooting. You can crawl over open vents without dropping down.

TIP

You can drop down to the top of the generators at the last grating. This allows you to crawl hand-over-hand along a wire (a Bond move) to a hidden area containing a rocket launcher (a secret). However, because there are still a lot of guards around and you are armed only with a pistol, doing this is extremely difficult.

NOTE

You can still get the rocket launcher even if you didn't drop into the main room. Jump up on a turbine, jump-crouch onto a nearby piece of machinery, then jump over to the wire.

Crawl forward again, all the way to the end of the path. Cut through the lock on the vent here and drop down. You're in a small storeroom. Not only is it empty of enemies, but it's also got a loaded Storm 32. Grab this and get to the door. Open it carefully; a couple of very active guards are in the next room.



The back storeroom is the safest place to leave the vents. There are no guards here, and there's a Storm 32 stashed here.

Before you step out, turn left and slide right. The first guard stands right here, and he's looking right at you. If you are quick, you can neutralize him before he gets a shot or a noise off. The second guard is around to the right. He likes to hide behind the machinery here, which makes him a little harder to eliminate. Your best bet is to try to stun him with a flash grenade, then knock him out while he stumbles around. Go to the next door when ready.

A couple of enemies are in the room outside the storeroom, but they aren't tough.



TIP

Check the panels next to the door out of this room. The central panel holds a few trip mines. This is a secret.

The next room is empty, but it leads back to the main area. As soon as you step out, you draw fire from three places. First, and most dangerous, is the small room on the other side of the area. Second is in the control room to your immediate right. Third is from the floor below you. Once you start taking fire, back up and wait for the guards on the ground to approach. Knock them over, and don't forget about the red barrels on the back wall; shooting these takes out a bunch of enemies indirectly.



Use the barrels to remove guards and create a distraction.

The guy in the room to your immediate right can be handled easily as well. Let him shoot through the glass, then you shoot through him. Suppress the guard across the room with fire as you run for the lower ground. Collect the weapons here for some ammunition and make your way across the room to the stairs on the other side. Climb up and go through the door at the top.

Don't walk in too far; a guard is around the bend to the left. Blind him with a flash grenade, then go around the corner and take him out. Walk past the corridor to your right, take out the hazmat guard, and go to the door ahead and to the right. Carefully open it and back off; two more guards are inside. Knock out both before entering the room.



Flash grenades are useful for distracting guards. If you can prevent the guards from firing accurately, you can knock them out without much resistance.

At the back of this room is a switch that controls the elevators. Flip it, then back out. In the hallway, take the first left and follow the corridor around to the next door. You open it on two more guards, both of whom must be silenced before you continue. Walk through to the next door and into the control room. The guard here should already be out, so you can collect his weapon in peace. Jump onto the console and crawl through the broken window. Take the open door on your left; it's where you first entered the generator room.



Fast reactions are necessary for getting through the guards without taking much damage in return.

Turn and slide over, then lean out. You should see a single guard standing here. Ventilate him and walk forward once he drops. Activate the panel on the door next to him and walk to the next corner. Again, turn and lean out. Snuff the guard standing in front of you and walk into the room. When you do, you discover good news and bad news. The good news is that you've found the astronaut training area. The bad news is that you can't enter; the path is flooded at the moment. You must activate the turbines to drain the airlock to continue. Return to the elevator.



TIP

Next to the control console is a grating in the floor. Burn through the lock and drop down. At the end of the vent, burn through another lock to find body armor. Crawl back through the vent when you have it. This is a secret.

Follow the path through the next room to the service elevator, which you've activated. Take it down to the next floor. You may wish to crouch, because two guards wait for you below, and they start shooting as soon as they spot you. Knock off both and walk out. Look left and follow the hallway, but don't go around the corner.

Be careful when you take the elevator. Crouching in the back helps you get the drop on the guards waiting for you at the bottom.



The security door across from the elevator is now open. Go in and collect the hand grenades from the floor. Burn through the lock on the fence at the back of the room and flip the switch inside. This disengages the locks on the rooms that control the turbines. Walk out and turn left. Destroy the barrels with explosives, then take the stairs to the top, and you arrive back where you got into the elevator. Around the corner to the left are two guards. Return to the large generator room.



The controls you must access are behind the locked gate.

Hidden Agenda

From the stairs, you see a door immediately in front of you. The switch you flipped below allows access to this room and a similar one on the other side of the generator area. Enter, drop the guard at the top of the stairs, and activate the switch on the back control panel. When you are done here, go back to the generator room and walk across to the other side. There are more guards here. Again, enter and activate the switch to turn on the turbines. As you leave, you are alerted that you've turned on both turbines and that the airlock has drained. Backtrack downstairs and return to the astronaut training room. You must take the stairs, because the elevator no longer works properly.



The door at the bottom of the stairs is now accessible. There's a similar door on the other side of the generator room.

TIP

In the second turbine room, there may still be a guard here. If you didn't knock this guy out when you first came to the generator area, he's still here, and he's plenty mad.

To leave, walk forward and grab a space suit. You'll drop all of your weapons and items in exchange for a Phoenix Samurai. Walk down the steps and into the airlock to move to the next scene and your showdown with Rook.

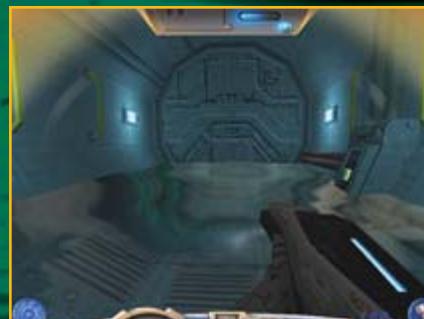
The path to the astronaut training area is clear. Grab a suit and get ready for an interesting time in simulated weightlessness.



Showdown

Things start simply here, but they become complicated quickly. Walk forward and activate the switch near the airlock door. The room floods with water, and the airlock opens. It's the only path you can follow at the moment, so swim through the pipes to the next door. Activate the switch and back off immediately.

Don't worry about the flooding. You're protected, thanks to the space suit.



The problem is that there are four enemies in the next room. Two are on a platform down and to the right, one is above the first two, and one is on your level to the immediate right. Knock out all four, and try to avoid taking any damage; there's no way to restore armor in this scene. The best way to handle them is to have only one at a time who can see you, and keep his fire suppressed by hitting him.





It's almost impossible to drop the four guards without taking a little damage here, but you can't afford to take much.

When all four enemies are cooling, swim into the vertical corridor and look up. There's another airlock door above you. Swim up and open it to reveal the tunnel beyond. Swim down, but be careful; when you spot a row of three laser tripwires, stop.



Don't attempt to cross the laser tripwires. They don't just hurt you; they kill you instantly.

These laser tripwires are instantly fatal if you touch them. The first set is pretty simple. Watch it for a few moments. It cycles between being on and off regularly, which makes it easy to bypass. What makes it a little tougher is that you're facing a downward orientation. If you aren't careful, you'll fall into the lasers.

Move down the tunnel to the next set of lasers. This one is a little more complicated. It cycles through three sets of on and off phases. The lasers turn on for about four seconds, then go off; on again for about four seconds and off; and finally on for about six seconds, then off. The time to go is after the first four-second on cycle, because this gives you the biggest window to get through. Continue and swim over the large fan in the tunnel to reach the third laser tripwire set.

The areas between the laser tripwires are thankfully clear. You can move without worry until you reach the next set.



The third set of lasers again has three cycles, two of about two seconds and one of about seven. Wait for the seven-second cycle. The lasers shut off briefly, then turn on again. This is when to go—immediately following the short cycle that comes after the long one.

The final set of lasers is the most difficult, because its cycles are a little harder to judge. The three cycles are short, medium, and long. Your best chance to get through is immediately following the shortest on cycle. Once you are through this set of lasers, all you have to worry about is Rook. Walk into the airlock and activate the switch. You won't have the benefit of being able to swim anymore, so you must rely on your space suit's capabilities. Walk forward and flip the switch to the next airlock.



Past the last set of tripwires, you can take a short rest before confronting Rook.

Now it's finally time for the showdown with Rook. This is a tough battle for you, because Rook has all of the advantages. Although you are affected by gravity, Rook has flight capabilities and can go anywhere. Losing altitude is serious for you, because you must jump from platform to platform to gain height, and this movement is slow and leaves you vulnerable to attacks.



Hidden Agenda



Rook has freedom to move as he wishes. Try not to let him get too far above you.

The biggest worry is Rook's rapid approaches. If he gets close to you, he'll backhand you. This does a substantial amount of damage, so you must avoid it at all costs. Take a few shots as he approaches, then back off.

When Rook charges, shoot and move.



Once you've done a considerable amount of damage to Rook, Drake's voice cuts in and suggests that Rook has outlived his usefulness. The grating at the bottom of the shaft opens, and the ceiling begins to descend. Plug Rook a few more times, and he'll drop to the floor, where the massive fan blades do him in.

Drake opens the floor, revealing the dangerous fan blades at the bottom.



With the demise of Rook, you crawl through an access tunnel and reach the roof. You're met by Kiko, who takes you onboard a helicopter. Unfortunately, while in flight, Kiko reveals her true colors; she tranquilizes you and takes you back to Drake.



High Treason

Elevator Action

Facing outward, there are two goons to your right and one to the left at the beginning. The ones on the right are more trouble, because one is armed with a rocket launcher. Knock them down quickly so they can't continue to fire on you once the elevator starts descending again.



The sniper rifle is a good choice for much of this mission, but it's most important at the end. Conserve it until you really need it.

Essentially, this is the mission, at least for a little while: The elevator drops a few floors at a time. Each time it descends, you are attacked by enemies from both sides, both at long range and from the windows just next to the elevator. Keep switching your view from side to side, and when the elevator descends, attempt to pick off additional enemies along the way. The guys armed with rocket launchers are your biggest problem, simply because they can cause so much damage at once.

Quick, accurate shooting is the key to surviving this ordeal. If you can hit them before they start shooting, you can prevent taking damage.



As you get close to the roof below, start looking there for enemies to appear. When the elevator stops a floor or two above the roof, you have a long battle. Again, keep switching your view from right to left, making sure you check above, too. The sniper rifle is useful here, but you probably don't have a lot of ammunition for it. Keep your eyes on your ammunition, because you are extremely vulnerable when you have to reload.

Although the scope on the sniper rifle is useful for targeting, you have a much smaller field of vision when using it.

Eventually, the elevator drops one last time, stopping just



below the roof area. Face away from the building and wait for the glass in the walkway to shatter. Use the Q-Grapple on the hook to swing over to the building for a Bond move. Flatten the guard while the elevator finally gives up the ghost and falls the remaining 40 stories to the ground.

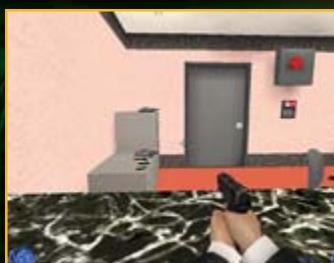


Use the Q-Grapple to get off the elevator. If you take too long, you'll reach the ground very quickly.

Destroy the Servers

You're on familiar ground this time; you traveled through this area during the infiltration mission. You've got to do it again, but this time you must destroy at least 10 of the servers to further destroy Phoenix International's operations, and with luck, to slow down their plans for NightFire.

Facing away from the ruined elevator, you can go either right or left. The left path leads to a pair of dead-ends, so ignore it. Go right, and when the hall splits right and left, go right again. Crouch-jump over the desk and collect the ammunition—and especially the armor behind it. Jump back and retrace your steps, taking the right path instead of the left.



Ammo and armor are just what the doctor ordered. Jump the desk to claim them.

Essentially, you are following the same path you did in the third part of the infiltration mission. The laser alarms are deactivated, so you don't have to worry about them, and because Drake's men know you are here, you don't have to worry about the cameras, either. You do have to worry

High Treason

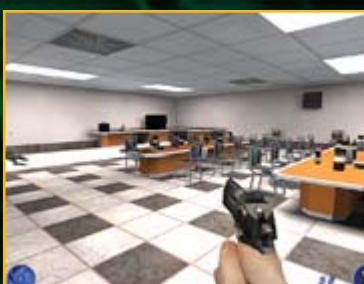
about his goons, though. You find the first set to the right once you go through the doorway near the locked-down gate. There are three to handle here. Using the scope with the Commando gives you a good chance of eliminating them quickly, with a minimum of damage. When all are lying still, collect their weapons and move to the next door.



The scope on the Commando helps you shoot accurately. Do this before the enemies are aware of you, and you can conserve a lot of ammunition.

You emerge in the hallway by the server room, but you don't have any explosives to use to destroy them. You must find either a rocket launcher or grenades to take them out. Bypass the room for now and move on to the kitchen, but be careful here; the goons have left an active Ronin Suitcase to take you down. To destroy it, you'll need about two full clips with the Commando. Slide out, fire a few rounds, and duck back before it can target you. Once it's gone, open the door and slide in facing left. Swat the thug by the door at the far end and explore the area. Armor is on one of the tables. Even better, you also find a Ronin Suitcase you can take with you! Get it and move through the next door.

Once the Ronin is gone, the kitchen is much easier to handle.



This places you outside the administration offices. The hallway is clear, but the room behind the door is not. Open it and move out of the way, leaning in to pick off enemies when you can. They'll set up a fairly steady stream of fire, so pick your shots with caution. There are three here. When you've handled all of them, go through the room and into the administration offices.

Shoot by surprise when you can. Many guards aren't aware of your presence until you start firing or walk in front of them.



Once again, things get interesting. Go into the office to your left (you planted the Q-Worm here earlier). When you do, a pair of enemies open the main doors into the area. One has a rocket launcher, which he fires immediately. The rocket veers off and blasts a hole in the wall behind the desk. Nail both thugs and collect their weapons, then check out the new area that's been opened. Although you want the rocket launcher, you must move quickly—stepping into the hallway will attract the attention of goons on the far side of the lowered gate.



Both enemies here are dangerous. The guy with the rocket launcher is a bigger problem, so take him out first.

Three more thugs are in the newly opened conference room. They fire and back away when they spot you, retreating into the hallway behind them. Move in with care and grab the grenades and rockets on the conference room table. More are in the locked case. When you have a stash of them, return to the server room.



If you don't get rid of the thugs quickly, they will retreat to the hallway.

CAUTION

Watch out for enemies as you head back to the server room.

It takes a few grenades to fully destroy the servers. You don't need to take out all of them, but you must destroy 10. Put your grenades between racks of servers to take out as many as possible at a time. Three or four grenades should do it. When told that you've destroyed enough, return to the conference room.



A single grenade can take out several servers at once. It's the most efficient way to get rid of them.

TIP

Although it's tempting, don't use the rocket launcher to destroy servers. Each rocket will take out only one.

You now have a problem—the security gates are up, and there's no way to get to the stairwell. Worse, your access card no longer works. Return to the atrium outside the conference room and shoot through the black plate-glass window. Jump inside and flip the gate control switch. This raises the gates in the area.

Go down the hallway and open the door on your right. Several enemies are inside. Deal with them quickly and move through the room to the far side. There's one last bad guy in the accounting executive's office at the end of this path. Be sure to collect the ammo bag from this room.

The key to getting out lies in the security office.



Return to the accounting executive's office and approach the front door of security. Turn left and lean right to peg the final thug on this level. Once he is down, collect the armor and ammunition near him and access the door to the stairs. You're moving on again.

One last guard stands between you and the stairs.



The Stairwell

Your escape has taken an interesting turn. The stairs appear to be the best way to the ground, but there's plenty of opposition between you and the ground floor. In fact, some guys shoot at you as soon as this scene begins. Swing your view right and peg the two above you. Continue up the stairs to the top to find a little armor and a couple of flash grenades. When you have these, go down the stairs to the 38th floor and go through the now opened door.



Things start right away in this scene. Turn and fire immediately.

NOTE

The areas on the 38th floor are optional. You can find ammunition and armor, but there are many enemies. If you'd rather not deal with it, you can skip them and continue down the stairs.

High Treason

Walk toward the window and shoot it to destroy it. Near the window, turn left and lean right. You should see a thug behind a second plate-glass window. Blast through the window and blast him before moving in.



A pistol is a good choice here. It's quick, powerful, and is easy to aim.

In the next room, you can go either straight or to the left. It doesn't matter which way you go, because both paths lead to the same place. There are five goons in the room to the left and the room beyond the hallway in front of you. The left path is a little easier, because you can usually swat two thugs before they even see you. In the room at the back, you find a little armor and a sleeve of rockets. Get both and return to the stairs.

Begin walking down the stairs, but take your time; it's a good idea to lean out every now and then to scout the area below you. There's a thug waiting for you on the 35th floor and another on the 34th. Smack both and continue your slow descent.

Hitting the bad guys from far above allows you to clear the way without taking much in the way of return fire.



As you approach the 34th floor, the door on 33 opens. There are two thugs here, one armed with a Commando and one with a shotgun. Split both. You can safely walk onto the 33rd floor, because the security gates are down on both sides of you. Collect the ammunition and move on.



If you can make the throw, a grenade or two can be useful for clearing the guys on the 33rd floor.

You aren't attacked again until you approach the 29th floor. When you step on the landing on 30, the door on 29 opens and you start drawing fire. Nail the guy here and descend. As you do, four more thugs come out and attack. Take them all, using whichever weapon you prefer. The Commando with the scope is an excellent choice because of its accuracy. There are five enemies total, including the one who opens the door.



It's a good idea to explore 29 for some useful items.

When all five are gone, explore the floor. In a back room, you can find another ammo bag and a single piece of armor. Check under the desks to find another Ronin Suitcase for a secret. When you're done, return to the stairs.

Your next encounters come on 26 and 25. Each has a single thug standing by the door, neither of whom should be a problem for you. Beyond them, you're clear until you can spot the two guys waiting for you on the 19th floor. Peg them and continue on. As you do, a new wrinkle is added. The next few sets of stairs are destroyed by a timed explosion. Grab the ammunition from the guys on 19 and hug the left wall down to the 18th floor. Beyond this, the stairs are gone, so you'll have to move into the offices whether you want to or not.



Placed explosives destroy the next few levels of stairs. You don't have a choice here; you've got to go onto floor 18.

On the 18th, you can go left or straight. Going straight puts you in the unenviable position of being between two groups of enemies, so left is a better choice. Walk around until you find a door you can open. Beyond it is a suit of body armor and an ammo bag. Get what you need, then carefully open the door here. You're behind two thugs, which makes them easy to dispose.



When you have surprise, don't waste it. Two quick bursts clear this room.

Past them, you return to the hallway, exactly where you would have been if you'd gone straight from the stairs. Open the door across the hall and take out the guy behind the window in the room beyond. Continue into the room and swat his accomplice to the right. Walk forward through this room, collecting any ammunition you need before heading out the door from the room these last two were in.

The hallway is empty, at least at first. As you come around the corner, an explosion knocks you around a bit. Outside, an enemy with a rocket launcher fires at you from above. Drop him quickly and walk to the massive hole in the floor. It's the only way to go down to the 17th floor, so take it.



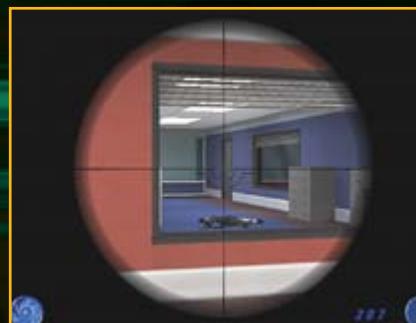
Don't let this guy get off a second rocket!

As soon as you land, you attract the attention of a guy beyond some glass in front of you. Aerate him and move forward. He has a couple of friends in the room with him, so watch out for them, too. A few well-placed bullets will make the area quiet again. Move in by jumping through the broken window and take their ammunition.

This area is tough if you aren't accurate. Move too slowly, and you'll be pincushioned by the goons behind the glass.



Things don't get any better when you open the next door. Another series of thugs attacks as you step into the hallway. There are two in this room. When you've silenced them, jump through the window and run in. Collect the armor and rockets on the floor where you enter for a secret. Go past the window to your right and immediately back up.



When you have the chance for careful shots, take them. You need a lot of ammunition on this level, so exploit any chance you have to conserve a little.

The reason for this is that across the way are three more enemies. One is armed with a sniper rifle, and it's he who breaks the window. The other two are sporting rocket launchers, and they aren't shy about using them. Lean out and take them down, then go through the door to the hallway. Go from room to room all the way to the back, where the body of the guy with the sniper rifle is cooling. There may be one more guy armed with a Commando here.

High Treason



The last area is tough because of the heavy weapons. Quick, careful shooting is the best way through.

While you are here, you hear an announcement that a maintenance crew is needed in the stairwell. Shoot out the intact window that leads back to the hall and jump through. The door in front of you leads back to the stairs. You're almost out now, so go in and start descending again. As soon as you do, turn right and aim up to the door on 18. A final goon appears here. Drop him quickly and turn back to the stairs. You're clear for a bit now, so go down to the landing on the 13th floor and stop. Take a breather if you need one, because this is the last chance you have for some time.

Turn around and start backward down the stairs to 12. A few steps down, the doors on 13 burst open, and you are assaulted by a three-member team. These guys are very tough and will take a lot of punishment before being planted. Your best strategy is to snipe and run, letting them come down to you so that you can pick them apart as they approach.

This is a nasty fight, but when it's over, you can collect three PDW90s. This is the weapon of choice for the rest of the mission.



TIP

If your timing is good, toss a grenade onto 13 and run. When the doors open, the enemies will be caught in the blast. The rocket launcher is also a good weapon choice here.

At this point, you can run for the exit, which is the door on 7. If you'd rather go all the way to the bottom, you must contend with a pair of goons with rocket launchers. Move down from 13, looking over the side of the stairs at every landing. You should spot these guys easily. With the sniper rifle, you should have no trouble getting rid of them. What's your prize for doing this? You get a locked area containing body armor and a rockets. When you are done, return to 7 and leave.



If you fire from several floors up, the guys with the rocket launchers are no trouble.

NOTE

The rocket launcher goons are on floor 2 and the ground floor. The armor and rockets are on B3. This is a secret.

More Servers

If you thought the last few sections were tough, you're really in for a shock. They were a snap compared with what awaits you on the 7th floor. Drake has pulled out all the stops, sending in a crack strike team to stop you. They've put up devastating laser trip mines all over the floor. Worse, the strike team is still here and gunning for you.

Watch for the tripwires. Crossing one will damage you severely.



Walk left in the hallway until you spot the first laser wire. You can jump over this one or destroy it with a gun or a grenade. As long as you take out the explosive mounted on the wall or bypass it completely, you won't have any trouble. Beyond, the doorway is slightly ajar. If you open it, you'll trip a mine and take damage regardless of whether you move out of the way or not. Handle this one by rolling a grenade through the door and backing up as far as you can.



You can snap off a few shots before taking care of the tripwires.

Now the fun starts. Open the door and back up. There are three initial enemies. Skewer the first and move to the door. Slide through slowly, leaning out to your right to peg two more enemies. Two more guards come out when they knock over the cabinets in front of them. Back into the hallway and use the sniper rifle to destroy the end of the laser tripwire, clearing the path into the room.



Once the first group of guards is out of the way, you've got a little breathing room, at least until you are about halfway through the room.

Move in toward the back of the room, but be ready for a tactical withdrawal. Two of the filing cabinets tip over, revealing two more enemies to deal with. Fill both with lead and go to the door on the far end of the room. Because there are a lot of bodies in here now, you may want to ditch a weapon in favor of the PDW90s these guys tend to favor (if you haven't already).

You don't have a lot of time for careful aiming once the battle starts. Any shots you can get off before the firefight starts will help.



The Yakuza are tough because they fire from a long way away. Use the most accurate weapon in your inventory, which is probably the sniper rifle.

Check around the room for more grenades and an armor shard. In another nearby cubicle, there's more ammo, two rocket sleeves, and even more armor. There are also two servers in this room. Destroy both before going to the door.



Use rockets on the servers. Shoot the glass first, then fire away. There are plenty of rockets to stock up on, which makes them the best choice.

Step out into the hallway. There's only one way to go, and that's to the right, into the central atrium. Walk around to the opposite side. As you do, the gates in front and behind you close. It's a trap! You can hear a number of Yakuza goons equipping rocket launchers. Get a good weapon ready and prepare for the attack.



The gate drops in front of you. This is not a good sign.

High Treason

TIP

The Ronin you picked up in the kitchen earlier or from the 28th floor of the last level comes in handy here. It will handle several of the rocket launcher Yakuza and should take out the special forces as well. Additionally, since there is plenty of ammunition in the area, you may want to use the rocket launcher to eliminate your enemies.

Most of them will appear on the balcony above you. A good sniping weapon, either the Commando or the sniper rifle, is the best choice here. Tag each one and move out slowly while looking both on the floor above and below you. Some will reappear in locations you've already cleared. Slow and steady is best approach here until you have to move out into the atrium.



The Commando is a great weapon choice here because it is powerful and accurate, and you probably still have plenty of ammunition for it.

Run over to the side you came from. This will bring a trio of special forces out of the meeting room. Take them down, then enter the meeting room. You find a wealth of ammunition, grenades, and a badly-needed suit of body armor. Get everything, including the explosive devices, before returning to the hallway. The gates have gone up, so you can move off down the hall to the right. Pop the thug here and keep going.

Because they're much more accurate with their weapons, the special forces are more dangerous than the Yakuza with rocket launchers.



The next room has a few more tripwires and some goons behind a glass wall. Drop the goons, then look at the tripwires. You should notice that a couple are connected to servers. Destroy the tripwires, and you take out the servers, too. Hit all four servers in this room to complete your objective. Destroy the tripwires in the next room; you must get an extreme angle to hit their end points. Go through the window.

Walk to the next door and out into the hall. To your left are the ammo pack and body armor. Get them if you wish, but the area is trapped with three proximity mines, so back off quickly. When ready, go through the only door you can open, which is directly across from the one you just came through. The explosion alerts a few guards, so be aware.

Shoot the explosives before you claim the armor and ammunition.



Opening the door triggers another ambush of special forces guys, two in this room and two in the room beyond. Snipe at them from cover when you can. The closest two can be drawn into the hallway and easily dispatched, while the distant two require some precision shooting. Once the area is quiet, move through the two rooms to the back. Smash through the window and enter the hall.

The path looks clear, but it can't be this simple, can it? There's armor, grenades, and rockets in the hallway. It looks open until you spot the proximity mine at the end of the hallway. Shoot it or run past it to the right. Walk into the open elevator to reach the next scene.



Watch for planted explosives. Otherwise, the path to the elevator is wide open.

The Parking Garage

Your task this time is to destroy all the vans in the parking garage. This is easier said than done, considering there's one van driving through the parking garage and firing at you. Hit it when you can, but spend the bulk of your concentration at first on the special forces guys in the area. Go right from the elevators and plunk the two standing on the small platform.



You must destroy the white vans. Rockets and grenades are the best method.

The good thing about this platform is that it provides a little armor and gives you some protection from the guards and the roving van. From this position, slug anything that comes your way before you move out. At this point, start taking shots at the van when it drives past. Use one of your machine guns. When you have spare moments, use rockets to target the stationary vans.

NOTE

There's an ammo box on the platform that dishes out ammo and grenades every minute.

Snap off shots at the roving van when you can, but don't become preoccupied with it.



Destroying a van brings out more enemies from the elevators, either the ones you came from or the ones at the back of the parking garage. When the coast is clear, move out and to the back, shooting any vans you spot and taking out all of the enemies in your path. More armor is in the two back corners. You can also get rockets and grenades here.

You shouldn't need to aim your rockets too carefully. Anything that hits near a stationary van will take it out.



The next room is even nastier. There are three laser tripwires just inside the room. They're tough to get, but you need to shoot the ends to clear the path. Worse, as soon as you step in, enemies appear in the distant room across the hall and a Ronin Suitcase begins shooting in your general direction. Duck behind cover and lean out to deal with the Ronin and the enemies before you worry about the tripwires. When the path is clear, go in and destroy the four servers on the right wall. As with the third part of this mission, you must get rid of 10 servers before you leave.

Make your way around the garage a little bit at a time. Keep your ears open for the sound of an elevator arriving, because each time one does, another enemy appears. The sniper rifle is a good friend in this area, especially if you can target the enemies as soon as the elevator arrives and drop them before they fire.

High Treason



Even when you are taking out vans, the enemies on foot should be your main priority.



Pull back and keep firing. Anyone you can drop quickly will keep you safe.

Eventually, you'll have taken out six of the white vans. If you haven't already handled the combat van at this point, it's time to concentrate on it. When all the vans have been destroyed, you are told to make for the stairs. These are near the platform you ran to at the beginning of the level. Head there now and plug the guy who runs out from the door to attack you.



A few more enemies are between you and the end of this scene.

You should realize by this time that it's not going to be that easy. Chuck a flash grenade through the door and lean in to drop the next guard. There are two more on the first landing from the stairs. Nail both and move in cautiously. There is a final enemy standing by the door to the lobby. When he is gone, the path is clear to the final part of this mission.

Lobby Escape

When you make to the lobby, the place looks empty. Of course, that's far too good to be true. Walk out and left toward the front door, taking the right path for now. As you near it, a group of enemies appear and start shooting. A tactical withdrawal with a lot of covering fire is a very good idea. Back up and shoot, taking out anyone you can as you pull back to the elevators.

If you still have a Ronin, this is the perfect time to use it. Toss it onto the ground in front of the door to the security area. It will probably be destroyed eventually, but it will do a nice job of taking out a few enemies for you, especially in the early going.



The Ronin will help fend off enemies and clear the area around the security office.

With the initial group of enemies eliminated, creep forward and look out into the lobby. Use the sniper rifle (if you have a little ammunition for it) and scout the distance, picking off anyone still standing. Check the main part of the lobby, too.

There's a huge stone sculpture hanging in the lobby to your immediate left. Equip your rocket launcher and target one of the posts holding up the sign. Blowing up the sign causes a lot of destruction, takes out some guards, and also gives you credit for a final Bond move.





With a crash, Phoenix International's expensive lobby art comes tumbling down.



Shoot only those standing in your way. Ignore everything else on your way to the exit.

With the sign destroyed, turn and face the large black window. This leads to the security area, and you've lost your access pass. Shoot the window until it breaks out. Three guards are behind it, all waiting for you to attempt to break through. Take them out, and don't worry too much about taking a lot of damage from them. Two suits of body armor are inside.

Flip the switch and get ready to run.



Once the guards are down, approach the front lobby to lower the security gates, then check the security area for a switch that controls the gates. It's currently active, so you must switch it off. When you do, prepare for some trouble; enemies break through the door into the security area. This is another good time for the Ronin Suitcase if you still have one or didn't use it earlier.

When the gates are up, there's no time to fight it out. Jump back through the window to the lobby, turn right, and run as fast as you can. Don't worry about the fire you draw from the enemies behind you or from the balcony. Run down the stairs and blast your way through the two enemies in front of you. As soon as you set foot in the area at the front of the building, you're extracted by Australian Intelligence Operative Alura McCall—loaned to MI6 for the current crisis—who swoops in to rescue you. It's time to make Drake pay for Dominique's death.



Island Getaway

Infiltration

You've managed to escape Drake's clutches, but that's the only good news. Whatever technology Drake has acquired, he's using it to jam MI6's satellite. No one knows what he's doing on his island, which means it's up to you to shut down the jamming technology.



You wash up on the beach. It's a long road in to save Alura.

There's only one way to go on the beach, and that's left. Stay close to the water until you reach the large rock arch, then go around it to the left through the water. You may wish to use the Q-Specs on the IR setting to scout ahead. There's a guard patrolling the beach and another on the porch of the hut. Take them both out.



Shoot from range to avoid taking a lot of damage in this first battle.

Run straight for the house. A couple of nasty gun turrets that will shred you if you come too close are on the beach. Slide up along the side of the house nearest where you started and peek around the back. Drop the guard standing here, then open the door. Two more guards are inside. Soften them up with grenades, then take them down.

A few grenades and a burst of fire, and the cabin is safe.



Duck inside the cabin and look around. There's a computer terminal you can access by using the Q-Worm. Do so, and you'll shut off the turrets on the beach outside. Go out the back and walk around to the front of the cabin.



Use the Q-Worm to shut off the turrets. This will significantly aid your ability to survive.

Put the Q-Specs back on, switch to nightvision, and crawl under the hut. You should see a pistol lying on the ground. This is a Kowloon, and it's worth grabbing. Crawl back out and cross the water. Go up the ramp here.



The Kowloon is hard to spot, but it's under here.

NOTE

Finding the Kowloon is the first secret in this mission.

Use the Q-Specs in IR mode to scout the area. Five enemy guards are on the ramp hiding behind vegetation. You must fight your way through all of them. This will take you to the large stone arch. Walk around it carefully, keeping your view trained to the left.



The Q-Specs are invaluable for spotting enemies on the long ramp.



There are two guards protecting the initial approach to the inner compound.

Two last guards protect the entrance to the cave in front of you. There's no good way to spot them from a distance, and you don't have a weapon with a scope. Your best option is to charge, firing the PDW90 as you go. This should take out at least one, and the second will likely retreat into the cave if he's not silenced outright.

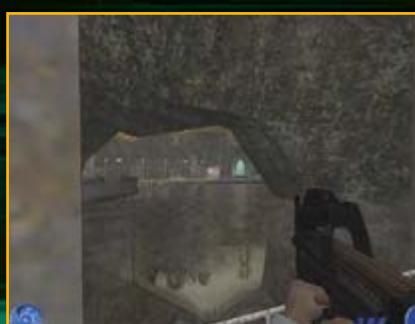


There's nothing to do but charge here. Fire as you go, eliminating whomever you can.

If there's still a guard around, use a flash grenade to blind him before running into the cave. Take him down and walk forward. After a few moments, you progress to the next scene.



One guard stands between you and the exit.



Two guards are visible at the end of the causeway.

The best way to handle these guards is to snipe at the one on the left until he moves. When he starts running, switch your aim to the red barrels and destroy them. The explosion should eliminate both guards, or at least wound both seriously. Run to the end of the causeway and use your wrist-watch to pop the lock on the fence. Go in and check the lockers. The fourth locker in the second group has a little armor, which you probably need.

Some valuable items are behind this fence. You don't have to enter, but it's a good idea.



The Compound

The tunnel in front of you curves to the right. Move slowly forward, leaning out to the left every few steps. You come to a corner eventually, and there's a pair of guards in the area beyond. Take out the one on the platform first, then slide left and drop the second. Collect both of their weapons if you need the ammunition.

Go back outside the fence area and walk to the left. Two more guards are on the far side of the large green generator, so lean around and drop

Island Getaway

them, either with gunfire or grenades. Move slowly to the next fenced area. Two more guards are inside. You can probably get one before they notice you, but the other will come out shooting.



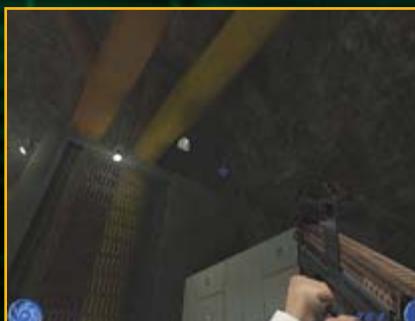
These two guards wait for you on the far side of the generator. To avoid taking unnecessary damage, take them down before they spot you.

Walk through the gate and look around. There's some ammunition for your Wolfram P2K on a shelf with a little more ammunition. When you have these items, head toward the tunnel but don't enter. Instead, turn around and look up. You should see a hook above. Use the Q-Grapple to swing up to it and jump onto the pipes. Crawl across them to the tunnel, then inch forward to look over the next area.

NOTE

Using the Q-Grapple to surprise the next group of guards is your first Bond move in this mission.

Use the Q-Grapple. Not only does this make the next fight easier, you get credit for a Bond move.



Move in carefully, because this is a lot more effective if you aren't seen. Crawl forward until you have a clear shot on the red barrels on the ground by the fence. Shoot them to take out a couple of the guards. Continue along the pipes, taking out anyone you spot. There are about half a dozen total enemies in the area, split equally between those inside the fenced area below you and those out in the main area.



Use the pipes as cover for as long as possible.

When you have no more targets, drop down to the ground and go through the gate. Clear the area of any remaining goons. There are two fenced areas in addition to the one you came from here. Check out the one on the left first.

The doorway is blocked, but there is a way inside. Use the boxes on the left side to climb over the fence—you'll need to jump-crouch to get on the boxes. Inside, you find body armor, a Raptor Magnum, and ammunition for the Raptor. Leave by jumping on the boxes when you are ready.

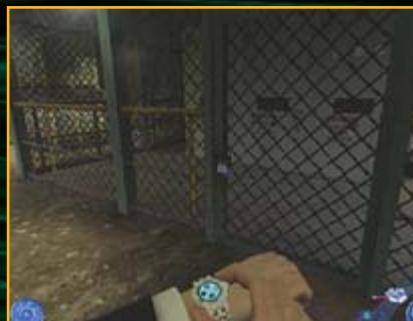


Use these boxes to get inside the blocked area.

NOTE

Finding the entrance to this blocked fence is a secret.

Go to the other fenced area and use your wrist-watch on the lock. There's ammunition for your other pistols and a little more armor, which you won't need. When you are ready, go through the tunnel to the beginning of the next scene.



Use your wrist-watch to open this fenced area. It's not required, but there's a bit of ammunition inside.

The Gantry

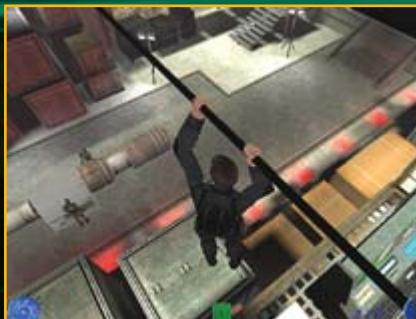
This scene is fairly combat-intensive, but you can skip a battle right at the start. Walk forward and to the left into the next cavern. You can see a pair of enemies working on a generator in front of you. Don't worry about shooting them. Instead, go left to the ladder and climb up to the platform above.



Use the ladder to climb to the platform. If you're careful, you can avoid fighting the first two enemies.

Walk to the table and grab the items on it. A wire is strung over to the platform on the opposite side of the room. Jump on the table and leap up to the wire. Go hand-over-hand, watching out for the spark point directly over the two enemies. Get all the way to the opposite side and drop down, avoiding a fight and getting credit for the second Bond move.

Use the wire to cross over the first two guards and skip unnecessary combat with their backup.



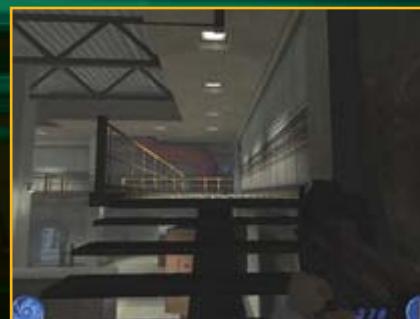
Enter the hallway beyond. There are two open doorways around the corner. The first leads to a locker room filled with enemy special forces. Although this is a tough fight, you must clear the area, or you'll have this whole crew at your back. More arrive from next door after the fighting begins. There are about half a dozen in the room, many hiding behind lockers to stay out of your view. Flash grenades are helpful. Lean into the room and snap off shots before dodging away.

The locker room area is loaded with special forces enemies.



The benefits of clearing the locker room are twofold. First, you prevent a huge group of enemies from trailing you. Second, the area is loaded with ammunition and armor. Check the back group of lockers for extra armor, and don't pass up the Ronin Suitcase on the sink. You can also find a Storm 32 on the sink, which you can take by throwing away another weapon (like the Kowloon).

Go out to the next room and peek in. Once again, the room is riddled with guards. Take out the three on the ground and move in. There's a set of stairs at the back. As you climb, one guard appears in front of you and another on the catwalk behind you. Take out the one behind you first, because you can duck back down the stairs for cover from the other one.



More guards appear when you first attempt to leave the room.

Go up the stairs and stand under the wire. Jump up and grab on and go across to the platform on the far side, and claim another secret. Inside the room to your right is a sniper rifle and ammunition. Toss the Raptor and get this. Go back outside and drop down to the ground below.

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Go hand-over-hand to the far platform for another secret and a great weapon.

Turn around. The locked area behind you is labeled "Demolitions." This seems like a logical place for explosives. Burn through the lock and go in immediately, switching back to a weapon. Two more guards appear on the stairs above you as soon as you open this door. Hit them both, then grab the items. There's armor and explosives on the table.



Get the items from the table. With the explosives in your possession, you can complete the rest of this scene.

Go back up the stairs and lean into the next hallway. Remove the final guard in the area and approach the numeric keypad. Use your decryptor to unlock the room. When the door opens, eliminate the two guards in the small area below you. Toss one of your weapons and grab the rocket launcher, then turn around and go back to the hallway. Go left and start up the spiral staircase.



You can skip this room if you wish, but the rocket launcher is worth fighting for.

CAUTION

Do not shoot the astronaut! If he dies, the mission ends in failure!

At the top, go through the open doorway and into the next corridor. You can go straight or to the right. Turn right and slide left. Lean out and peg the guard standing behind the forklift, then turn left and walk straight ahead. Follow this hallway through the next enemy until it opens into a large area with a rocket platform in the middle.



Drake has his own private rocket. This can't be good.

Look right and drop the two enemies standing near you. Walk forward and turn left. On a control platform, there's a third guard. Shoot him, then look down into the water. The place to plant your explosives is there. Dive in and swim all the way down to the small structure. Swim through the door and place the explosives on the red generator. Swim out the other side and up to the surface.



Place your explosives here. This happens automatically when you swim next to the generator.

There's a small building across from you. Use the ladder to reach its platform and go inside. There are two astronauts above to your left and two special forces guys below and to the right. Plug the special forces and get the body armor and ammunition near them. Go up the stairs by the astronauts and use the computer terminal. Plant the Q-Worm to fulfill another mission objective.



Place the Q-Worm into the launch computer to confound Drake's plans.

CAUTION

You can't shoot the astronauts here, either. If you do, the mission ends in failure.

Go outside again and turn right. On the platform to your right, you should see a guard patrolling. Peg him and dive into the water. Swim over to the platform he was on and climb up. Go through the doorway and nail the next guard, who is a little tough to see; he's behind the fence. Keep going in the hallway beyond and take out the next guard. When the hallway goes right and immediately left again, there are two final guards to dispatch.

You'll surprise the last two guards, which makes eradicating them simple.



Continue down the hallway. You pass the body of a guard you removed earlier. Go right when you have the opportunity and follow the corridor to the end. You return to the open space with the rocket gantry. If you didn't notice before, the gantry is moving up and down. Walk over to it, and when it reaches its lowest point, jump onto the platform.

You need to use the moving gantry as a way to climb to the top.



Walk around to the far side of the platform and jump to the ledge when the gantry reaches the top of its movement. Climb the ladder to your left all the way to the top and step off. Use the sniper rifle to plug the three enemies on the ramp above you.



Drop the last three guards.

Spot the grapple point at the top platform and use your Q-Grapple to get up there. Walk around to the door around to the right on the far side of the platform. Walk through, and you'll move to the next scene. When you do, you trigger the explosives on the gantry, destroying it and the rocket completely.



You're finally done with this scene.

Rescuing Alura

You enter a huge cavern at the beginning of this scene. Three enemies are on the ground in front of you. Lean out and drop them one after the other. Once these three are quiet, you have a second to look around.



You should be able to take out the two guards on the ground without drawing much fire.

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What you see is a large ramp leading all the way around the interior of the cavern. As in the last scene, there's a gantry in the center of the area, although this time there isn't a rocket. Go over to the bottom of the ramp and start walking up.

As you do, you draw fire from the small structure about a third of the way to the top. The enemies inside only have a shot at you for a few feet before they can't spot you through the window, so run up the ramp as fast as you can. At the structure, open the door and pin the four men inside. There's some Raptor ammunition and body armor inside.



Don't miss the suit of body armor on the table in the back.

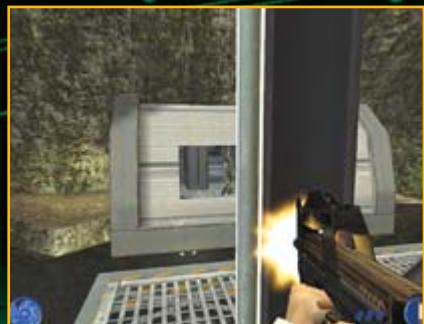
Leave and continue up the ramp. Cross the bridge and stop. Turn left to look at the central tower. You should see a grapple point for your Q-Grapple just above your current position. Swing over to the tower and climb up the ladder. The guards in the second building won't see you. At the top of the ladder, step off carefully to the right.

Using the Q-Grapple allows you to skip combat in the second building.



You as soon as you start moving, the guards in the third building—directly across from you—start firing. Nail them through the window, then walk around the platform and jump back to the outside ramp. When you land, you get credit for a Bond move, thanks to skipping combat at the second building.

Two guards in this structure spot you. Silence both and continue.



Enter the third structure and look around. You find Alura here, but before you release her, get all the items from the back room, including the grenade launcher. Use the decryptor to open through the lock. You tell Alura that Drake hasn't been decommissioning the nuclear arms, but transporting them. Alura leaves the cell and grabs her sniper rifle. She'll be following you for the rest of this mission.



Rescuing Alura gives you a little backup for the rest of this mission.

You are essentially at the top of the ramp here. Follow the tunnel outside. When you are in the open air, start moving a little more carefully. Three enemies hide in the foliage ahead. Use the Q-Specs to spot them and the sniper rifle to drop them before you are spotted.



Your break from combat is short. You must fight your way to the next scene.

Past these three bodies, you see a bridge. Move quickly here, because when you set foot on the bridge, a squad of five enemies appears. Step onto the bridge and back up immediately. Two of the five appear and charge the bridge. Take them out with the sniper rifle, then start walking across. Get your Ronin Suitcase ready.

When you spot the next guard, toss it down and activate it. It should handle the next three, or at least make them easier for you to deal with.



Let the Ronin do some work for you.

Walk forward, using the Q-Specs in IR mode to check the ledge in the distance. Use the sniper rifle to hit anyone you spot. Continue forward until you see a pair of enemies on a ledge below you. Back up and use the grenade launcher to silence them. When they are gone, jump down to the lower ledge and continue walking forward.

The grenade launcher is made for situations like this.



As you approach the next bridge, use the scope on the sniper rifle to look ahead. another squad of enemies is on the far side of the bridge. If you have any ammunition in the sniper rifle, use it now to peg as many as you can. When ready, cross the bridge and be prepared for a nasty firefight.

It doesn't get any easier the farther in you go.



Past the first group of three, there's a set of four more. Explosives are the way to go here. A well-placed rocket or two, or a few hits from the grenade launcher, should quiet down the area in a hurry. Creep forward until you see the entrance to the cave. Snap shots off on the two men standing in front of it, and you've cleared the way. Enter the cave and walk forward to complete the scene.



Just two more guards block your path.

The ECMs

Walk out of the caves until you see the buildings in front of you. When you spot them, you tell Alura that these are probably the source of the satellite jamming. You need to get inside to shut off the electronic countermeasures (ECMs) that prevent MI6 from spying on Drake. Drop down to the ground by using the ledges below you to avoid taking damage.

TIP

Use the sniper rifle to eliminate two of the guards at the first ECM building. There is a guard patrolling the catwalk and another inside the building.



The first ECM is in the building below the radio tower.

Use the vegetation as cover and approach the building. Look under the radio tower to spot a grapple point for your Q-Grapple. Swing up to the tower and grab the ammunition for the grenade launcher. Drop down to the roof and go through the door.

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Use the Q-Grapple to avoid going through the front door. This is the final Bond move in this mission.

Creep down the stairs. Two guards are on the far side of the central terminal and one is outside on the walkway. Try to get all three, although dropping the one outside is tough. When the area is clear, walk around the console and flip the switch on the ECM. This takes care of the first one.



One ECM down, one to go.

Look down into the basement of the building and try to knock out the two guys here before continuing. There's nothing down here to pick up, and you can't open either of the two doors. There is, however, a trapdoor in the floor. Open it and drop into the basement hallway. Go to the end and climb the ladder on the far side. Open the hatch at the top and eliminate the two guards inside. On the top platform are grenades and some armor.



Use the secret passage to clear the next building.

Go outside and walk around the structure. You can see the entrance to a large cave in front of you. Use the sniper rifle and pick off the two men guarding the entrance, then walk forward. Inside,

there's another building to your left. Nail the guard through the window and go in. Flip the switch to activate the gate.

This switch controls the gate into the main compound.



Walk to the gate, but hug the left wall. Lean out and use the sniper rifle to pick off the guards. Walk forward and use the door you spot on the left. Go through the corridors until you reach a room with a door straight ahead and one to the left. Take the left door and go through the next hall. The final door opens back to the outside.



Three quick shots clear the path for you.

Look left and plug the guard. Walk forward until you see the next ECM building; it looks exactly like the first, without the grapple point. Run forward to the door on the bottom floor. You will be spotted, but don't worry.



The second ECM building is close. You must get inside as quickly as possible.

There are five enemies inside this building: three in the basement, one by the ECM, and one at the top of the stairs to the roof. Move in, going floor-by-floor, silencing everyone. When the area is clear, go to the middle floor and open one of the doors to the walkway. Peek outside and drop the final guard. When you are ready, shut off the second ECM.



There's plenty to fight in this building. Move slowly, so you fight only one or two at a time.

When you shut off the ECM, you contact M and tell her about Drake's plans. M congratulates you for allowing MI6 to begin spying on the island. At the same time, a half-track appears outside and three more enemies jump out. Use the sniper rifle to pick off the first two, then get to the ground. Go around the truck and nail the third; you can't see him from the ECM building.



The three guards from the half-track are no problem if you are aware of them.

If you wish, investigate the building near the half-track. There's a single guard inside, and you can grab a Raptor and some ammunition—not a bad idea if you've emptied your rocket launcher.

NOTE

The other building in this area contains two guards, rockets, and flash grenades.

Walk toward the gate behind the half-track. It's locked, and you can't get through. Use the door to the left and investigate the lockers for a little armor as you pass. Walk to the door at the end to complete this scene.

A little armor is just what you need right now.



Destroy the Bridge

This scene is just what you needed: something simple. Walk left to the outside. If you continue forward, you reach a dead end. Look right and drop down to the ledge below you. Continue dropping down from ledge to ledge until you are on the ground below. Walk toward the bridge.



There's no one shooting at you here. It's a rather nice change of pace.

When you near the bridge, Alura contacts you. She's found a jeep you can use to escape. She tells you to meet her at the bridge. To provide a distraction, you are instructed to plant explosives on the bridge supports. Fortunately, you've got three; you found four earlier and only used one.

Drop into the water and swim toward the bridge. When you reach the first support, jump up, walk to it, and plant a bomb. Repeat this with the other two supports. Don't worry about taking any fire from above.



Plant the three explosives, and your mission is done.

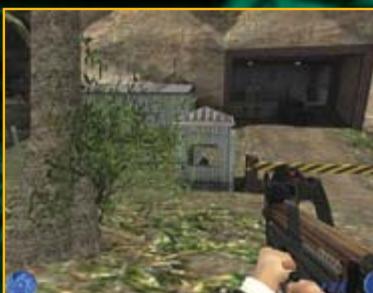
When the third support is bombed, Alura drives in, and you detonate the bridge. The two of you have eliminated resistance, and you're clear to move on. It's time to shut down Drake's missile operation.

Zero Minus

The Warehouse

Bond and Alura drive off to another part of the island. Drake's missiles must be put out of commission as soon as possible. Alura tells you that the power generators controlling the security system appear to be the same ones as in the caves. While she works on shutting down the power, you decide to scout ahead.

Walk down the path in front of you, sticking to the vegetation on the left side of the road. The path opens up, revealing another cave entrance in front of you, a small compound on your left, and a set of elevated train tracks on the extreme left. Inch forward and ice the two guards in the compound, then claim their weapons.



One guard walks the perimeter while the other is situated inside the closest building.

Go to the elevated track. There's a locked ladder here. Stand to the outside of the lock and burn it off with the wristwatch. Climb the ladder and walk forward on the tracks.



This is the back entrance to the interior. Using this allows you to skip a lot of very difficult combat.

NOTE

You encounter squads of commandos throughout this mission. In each case, there is a nearby barracks with a few lockers you can access. You will always find armor, a weapon, and ammunition for the weapon in these lockers.

Go forward under the tracks until you come out into a large warehouse area. A number of white-suited guards are in the area. Snipe them, and one of them triggers the alarm. This brings out a group of four extremely powerful commandos. Use the

sniper rifle to peg all four, and take out the others with lesser weaponry.



These commandos are the toughest enemies you've faced up to this point.

TIP

If you can clear the six white-suited guards without anyone raising the alarm, the commandos will not attack.

When the warehouse is silent, drop to the lower level. Stay on the right side and enter the room at the back. This is the commando barracks. Burn the locks off the two lockers and get the armor. Toss away the Wolfram P2K and take the Raptor. Outside, be sure to pick up some miniguns.



Since you've taken out the commandos, you may as well raid their lockers.

Go to the machinery at the back of the warehouse and flip the switch. This moves the crane out of the way, giving you a clear shot at the grapple point. Use the Q-Grapple to swing up to the catwalk, then jump up to the wire and go hand-over-hand to the far side. Entering the central compound this way is the first and only Bond move in this mission.



Flip this switch to move the crane. The grapple point is ahead and to the left.

NOTE

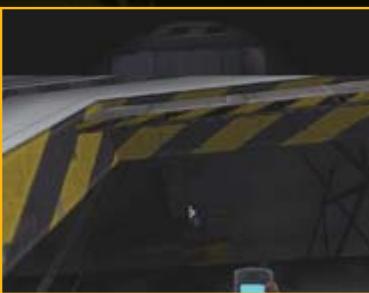
If you don't wish to go this way, take the door under the catwalks. This leads you to a hallway, through another quartet of commandos. You emerge on the bottom floor of the last warehouse.

Walk to the end and use the decryptor on the numeric keypad. This opens the door in front of you and takes you to a catwalk suspended over a pair of missile assemblies. There's a guard on either side of this room on the floor. Nail them both and walk across to the far side.

Pull out your cellphone. When you approach the door, it opens automatically. Crouch down and look up. Use the Q-Grapple on the hook above you to reach the high catwalk. You are out of sight from the guards below. Walk to the end of this catwalk. If you like, you can pick up the rocket launcher here.

Using the Q-Grapple here is a secret, and it saves you a ton of combat.

Jump over the railing onto the pipe. Walk to the far end of the warehouse and look to your left. There's a grapple point and a vent. Jump down and use the wristwatch to burn the lock off the vent. Crouch and enter it.



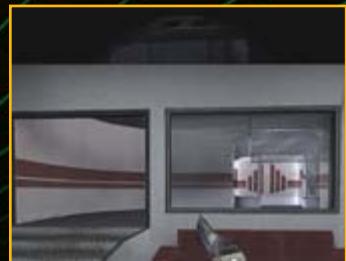
The vent is the only way to keep going.

NOTE

If you don't use the Q-Grapple right away, you must fight your way through the warehouse. There are a number of guards, and when the alarm is sounded, four more commandos appear directly across from you. When the room is quiet, use the Q-Grapple on the grapple point by the vent on the far side of the warehouse.

Move carefully through the vents. There are guards here who can see you if they look directly at you. Walk all the way to the end of the vents. When you reach a vent in the floor, step onto it. It breaks under your weight, depositing you in a conference room. Walk up the stairs and to the waiting elevator. Activate it to move on.

Get to the elevator to complete this scene.



NOTE

Don't worry if you are spotted crawling through the vents. If your armor is in bad shape, there is a suit of body armor past the guard in the security office by the elevator.

Scorched Earth

The elevator arrives in a quiet hallway. You are instructed to obtain photographic evidence of the missile assembly. Walk out of the elevator to the door directly across from you. The blueprints are on the table. Snap a picture, and your mission objectives change. Now your job is to disable the missiles.



The first part of your mission couldn't be easier.

Walk back into the hallway and a guard walks out of the security office. The single guard here shouldn't be much trouble. Drop him and get the access card he drops. Two doors here require this card. The one on the left holds a single guard, body armor, and ammunition. The one on the right is the one you need to take.

You don't have to enter the security office, but if you have lost armor, it's a good idea.



The warehouse in front of you is crawling with guards who start shooting almost immediately. Slide off to the side and lean in, using the Q-Specs on IR mode to spot them. There are six who can see the door, including two on the catwalks above you. Clear them out and head for the small locked fence straight ahead. There's a bit of armor inside.



You can't bull your way into the warehouse. This takes stealth and a clear head.

Next to the fence is a door. Go through and get the armor from the open locker if you need it. Flip the lever behind the locker to move the crane above the catwalk. There is a grapple point on the crane; Q-Grapple up to the catwalk. Go forward until it opens up to the left. From here, switch to your sniper rifle and use the Q-Specs on IR mode. Pick off any guards you spot on the catwalk and the ground below.



Clear as much of the area as you can before you venture forward.

Continue to move in a few feet at a time, switch back to IR, and peg anyone you see.

You should be able to take out all of the guards, including the one all the way around the corner to the right, without drawing any return fire. Climb down the ladder and walk to the train.

NOTE

Drop down from the catwalk or jump up on the conveyor belt to get to the fenced area in the left corner of the warehouse. There's armor and a shotgun with ammo stashed there.



You use the train to reach the end of the scene.

Step onto the train, which begins moving immediately. Walk forward next to one of the crates and crouch. As the train moves through the tunnel, guards appear on both sides. By crouching, you prevent the guards on the left side of the tunnel from seeing you. Fire at the enemies you see; otherwise, stay put until the train comes to a stop.



Expect to take a little damage on this trip. Suppressing fire will stop the guards from doing much to you.

TIP

If you can, target the barrels on the various platforms. The explosions damage the guards and stop them from firing at you.

When the train stops, run onto the platform. Dust the two guards in front of you and any behind you who have spotted you. When the area is quiet again, go to the door and access it with your card or the decryptor. Be careful not to let anyone trigger the alarm, or a group of four commandos will emerge directly across from the door with the numeric keypad.



If the commandos come out, use your minigun to split them quickly. Get the body armor in one of the lockers.

In the hallway, you can investigate the door on your right for some ammunition if you need it. Otherwise, go to the door directly in front of you. This is the command center of Drake's operation. Alura contacts you and suggests that you override the controls on the missiles. If you can fire the missiles with the bay doors closed, it will cause tremendous damage to the base.



Conveniently enough, there's a computer terminal you can access in the launch control room.

Access the computer and use the Q-Worm to override the controls. Turn around and press the button on the console. This launches the first missile, which explodes almost immediately after takeoff. The building starts to shake apart, but there's nothing you can do right now. Walk around to the back of the room and wait for the elevator to open. When it does, step inside and activate the controls.

Once again, you take an elevator to the next scene.



The Inner Sanctum

You have very little time to do anything at the start of this mission. Equip your minigun and face the exit to the elevator. As you descend, a guard in a security booth immediately takes aim. Drop him with the minigun and run forward, jumping through the broken window or standing to the right side of the corridor. The alarm sounds, and a group of commandos appear from around the corner. Handle them as best you can and get the armor from their lockers when you are done.

There's no way to avoid tripping the alarm this time. Take out the commandos from cover, or you'll be shredded.

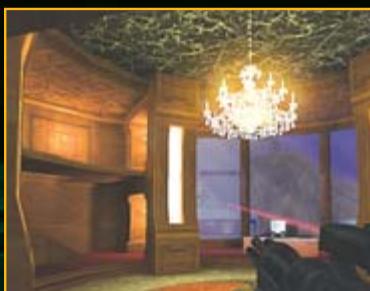


The only way to go from here is to follow the hallway around the corner into the situation room. There's a guard on the catwalk above you, and a couple of security cameras. Getting through without being spotted is tough, mainly because you can't stop under the cameras. If the alarm sounds, more guards and a group of four commandos appear. Getting through without raising the alarm is naturally preferable.

Watch for the cameras on the sides of the situation room. You will also need to silence the guard on the catwalk.

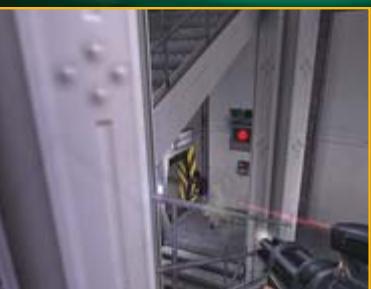


Walk to the door at the end of the hall and use the decryptor to open it. It reveals a small room with a wood-paneled door on the other side. Go through into Drake's inner sanctum. Alura contacts you and tells you that Drake is heading for the Space Shuttle bay.



Drake's office is nice, but you don't have time to look through his library.

Walk up the stairs and out the doorway at the top. This takes you to a winding staircase leading down. It's almost impossible to get through here without being spotted by the camera, so be prepared for the pair of commandos about halfway down the stairs. When they are eliminated, continue to the bottom and walk to the door.



Hit the commandos when they run out of their office.

The next part is tough. Open the door and go through. A guard will see you immediately, and he'll go sound the alarm. Let him. You want the commandos to come out right away. Once the alarm is sounding, silence the guard and his companion on the upper floor of this elevator platform.

Let the alarm sound. By bringing out the commandos now, you can snipe at them from above.



Move around on the platform. You should spot two guards two levels below you, one on each side. Peg them both so that they can't bother you when you get down there. Walk onto the central platform, which starts to descend. Jump off to the catwalk one floor down and deal with the commandos. This is tough, but it's worth it. In their barracks, you find body armor, rockets, and laser trip mines.



Fighting the commandos is tough, but it pays off this time.

Walk out of the barracks and go right. Move to the place where there is no railing and carefully drop down. When you start falling, move right so that you land on the ledge below you; this prevents you from taking any damage in the fall. Walk carefully toward the warehouse and be aware that four more commandos here are looking for you.



IR vision helps you spot your new adversaries.

In truth, there are four sets of four commandos in the warehouse, with each new group appearing once you've dealt with the previous. This means that it's going to take some time to actually penetrate the warehouse itself.

You must move in if for no other reason than to continually furnish yourself with additional ammunition. Watch the platforms above you and try to take it one enemy at a time.

CAUTION

The warehouse is also strung with laser trip wire explosives. Watch out for them, and attempt to lead commandos through the mines. They will trigger them, wounding themselves badly.

Continue to use IR to scout ahead. This is the easiest way to spot the camouflaged commandos.



As you are able, sneak into the four barracks and check out the lockers. You won't find anything truly noteworthy until you reach the final barracks, which is the second one on the left. Here you get a suit of body armor. The right-hand locker takes some time to burn through, but it's worth it. Here you get a lovely poster of Kiko and a Ronin Suitcase.

The poster is nice, but the Ronin is the real prize.



Walk to the door at the end of the warehouse and use the decryptor to open it. Inside, you find four elevators, one of which is out of service. Crouch and crawl inside. Climb up through the open panel to the top of the elevator. If you look up, you should spot a grapple point for your Q-Grapple. Use it to climb.



You will use the Q-Grapple repeatedly in the elevator shaft.

Once you land on the beam, slide all the way left and turn around. Look up to see another grapple point. You may also catch sight of the two guards in the shaft above you. Grapple up to the next ledge and use the minigun to drop the guards. From here, use the Q-Grapple again to climb up to the platforms where the guards are. Collect their weapons and climb the ladder.

There's a short fight in the elevator shaft. This is tricky because it's hard to get a clear shot.



Walk to the darkest corner and look up. You see a final hook. Use the grapple and crawl forward to the opening. This takes you to the final scene in this mission.



Finally, you're done climbing.

Lift-Off

You don't have much space to maneuver at first here. Three guards face your exit point in the first room you come to, which means you must fight them either by charging or by hitting them from the small confines of the top of the elevator shaft. You can probably take out one or two with explosives and get the third by charging. Grab the armor and ammo from the right corner.



The grenade launcher is a great help in removing these three guards.

Walk to the locked door and use the decryptor to open it. You step out into a series of gantries located around a central hub. As you walk toward the hub, you see Drake run past on your left. He jumps into a waiting Space Shuttle and blasts off. At the same time, Kiko pulls the gantry back from your location, dumping you on the ground below.



Drake runs to a waiting Space Shuttle. It looks like your final confrontation with him won't be here.

Now things get really tough. You've got a wide-open area and there are a number of commandos all looking to stop you. You'll have to fight them (the grenade launcher helps) until the 20 second warning is announced. The door to the rooms will open. After a few moments, another Space Shuttle blasts off. Anything not standing in a barracks at that point is instantly vaporized. Use this opportunity to open the locker and grab armor and ammunition. After the white flashes, you appear outside the room and have to fight ninjas.

TIP

If you got it in the last scene, toss out the Ronin either now or when the ninjas appear.

It's hard to see into the blast pit, so don't worry about it too much. If you stay in a bunker, you'll be okay.



The commandos have been handled, but you've got another problem. Kiko has unleashed a number of her ninjas, much like the one you fought way back in Japan. The problem is that these guys are almost impossible to eliminate. So, the same idea holds here. Stay to the bunkers, defend yourself as necessary, and wait for the next launch, which will finish them off.



The Ronin is a good choice for keeping the ninjas off your back.

TIP

Once the ninjas are gone, you're done with combat. Don't worry about your armor, because you won't need any for the rest of the mission.

Now your task is to prevent Kiko from boarding a Space Shuttle. Run to the central pillar and go inside. Activate the elevator and take it to the top.



Kiko was in here a moment before. It's the fastest way to get to her.

You arrive in the middle of a circular control room. Directly in front of you, you see Kiko walking calmly toward Shuttle 3. Follow her. The door closes in front of you, which means you can't pursue her. You can do the next best thing, though; flip the switch behind her. This drops the gantry, sending the nefarious Kiko into the blast pit. You make your own way onto the Space Shuttle. Kiko gets exactly what she deserves, and you get blasted off to your final showdown with Drake.



You can't catch Kiko, but you can still stop her.



Reentry

The Final Showdown

As you fly toward the Space Weapons Platform, Alura McCall contacts you. She's still patched in to Drake's computer. Alura says it appears that Drake's men have taken over the platform. He will be arming the missiles with nuclear warheads next. You've got to find a way to stop him.

You begin inside the Space Shuttle. Walk to the far end of the compartment and activate the switch to the right of the door. The door opens into a large area. There's an elevator traveling up as you enter, and there doesn't seem to be a way to call it back down.

The elevator appears to be the only way up, and you can't get to it in time. You'll have to find another way.



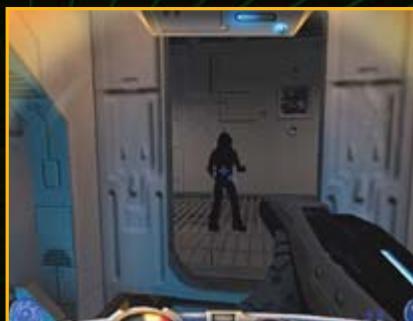
Fortunately, there is a way for you to get to the top catwalk. Jump onto the canisters to the left and get to the top of the platform against the back wall. From here, jump over to the other platform. On it, you find a station to recharge the jump jets in your space suit. Do so and use the jump jets to blast your way up to the top catwalk.

This filling station gives you the necessary juice to rise to the occasion



Go through the door and into the next hall. As you move forward, a guy in a spacesuit runs in front of you. Blast him, then move to the door and look left. Drop the guy waiting for you here. Run in toward the left and eliminate the third guy, then turn around. Go forward, following the sign

that points to mission control. The fourth enemy is to the right of the door. Drop him. You'll receive a "5 minutes to launch" message when you enter the launch control room.



Four enemies wait for you here. You must eliminate them.

Shoot straight ahead to destroy the window in front of you, then walk forward and look down. There are two astronauts on a platform in the center of the next room, which also holds the missiles. Knock them both out, then jump to the platform.



Knock out the two astronauts on the distant platform before jumping down.

Walk around to all four terminals and activate them. This allows you to disengage the rocket assemblies. Each time you activate a panel, another panel, on the rocket, opens. Jump up to the open panel on one of the rockets. You need a powered jump to do this. Look around. There are astronauts in the control rooms around you. Take shots at them to suppress their fire while you disable the rockets.

NOTE

After activating all four of the panels, stay on the platform and pick off the astronaut guards that are high above you.

Reentry

TIP

If you are out of jump jet fuel, drop all the way to the ground and use the filling station.

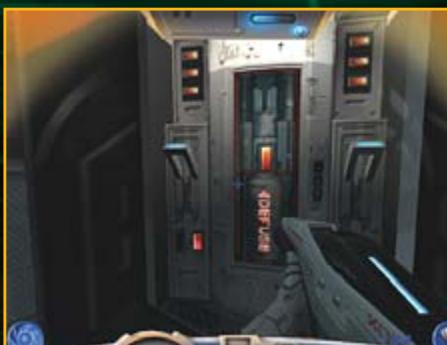


Silence the astronauts before shutting down the launches.

To disable each rocket, you must activate the two side levers, then press the central button. This takes a little time, because the levers move slowly, and you must wait until the first has stopped moving before pulling the second. Jump from rocket to rocket and shut down all four.

CAUTION

Drake fires an EMP shot that is devastating if it hits you directly. If the shot hits an area near you, watch out for splash damage.



Pull the two levers, then press the central button to shut down the rockets.

When all four rockets have been disengaged, the self-destruct sequence of the Space Weapons Platform begins. You don't have a lot of time now. Drop to the central platform and look for the open doorway across from you. Jump over to it and run down the hallway. Jump to the next ladder, climb it, and go to the door at the far end of the next hall. Press the button to open the door and reach the final showdown.



Drake is waiting for you behind this door.

When the door opens, you are confronted by Drake. Charge forward and go either right or left. He has a pair of goons with him, and you must deal with them first. Get rid of both, then turn your attention on Drake.



Nail the two astronauts before you start in on Drake.

Continue attacking Drake to keep him off balance. He tends to bob and weave a lot, making him difficult to get a fix on. He also likes to charge and backhand you. When he starts to fly directly toward you, slide away to the side and keep up the pressure with your laser.



This is not unlike your battle with Rook, but this time you don't have to worry about going vertical.

When Drake has taken sufficient damage, doors in the small side corridors open and additional astronauts come out to attack. As with the start of this battle, you are best off taking them out first, then returning to attack Drake.

Two astronauts are down each side corridor. There are also refueling stations for your jump jets here.



Keep up the pressure on Drake, and he will drop eventually. Once he does, you have 20 seconds to activate the escape pod. It's at the end of the short corridor to the right of where you first entered.



Finally, Drake takes enough damage to get exactly what he deserves.

Run to the end of the hall and press the button to enter the escape pod. Once inside, you blast back to Earth while the space platform explodes behind you. Back home, you meet up again with Alura McCall. M congratulates you for a job well done. Once again, 007 has made the world safe.



Multiplayer Tips and Strategies

You can have tons of fun competing in the missions that make up the *NightFire* story line. But you can also have a lot of fun competing in the multiplayer games included in *007 NightFire*. On the console you can compete with up to four different human opponents in split-screen mode and against up to ten computer-controlled bots. You can find out with these exciting matches.



007 NightFire has tons of multiplayer options.



On the console, take on up to four other human opponents in split screen mode.

Sniping



One of the more popular tactics in multiplayer games is sniping. You pick up one of the sniper rifles and hide out, picking off targets from a distance. In the Assassins game, this is an excellent strategy.

But it has some very serious drawbacks. It is easy to get tunnel vision as you look through that scope. The other players can sneak up from behind or from your flanks. If you try to snipe people,



make sure you can back up into a corner. That way, people won't be able to sneak up from behind.

Big Weapons



While playing the regular missions of the game, your choice of weapons is quite limited. That is not the case in the multiplayer maps. Weapons and ammunition are everywhere: everything from the basic Wolfram PP7 to the laser rifle. Be careful with the big weapons—they are great for delivering a lot of ammunition to the target, but their size can hamstring you. The AT-600 Scorpion is a great weapon for taking down the helicopter in the Phoenix Fire mission, and it can do a lot of damage in the multiplayer maps, but it takes a long time to reload and it has a slow rate of fire. Try to stick with weapons like the SGS Commando, the Storm 32, or the Deutsche M9K. These weapons deliver a good punch and don't take forever to reload.

AT-420 Sentinel

The Sentinel guided missile is an awesome weapon in the multiplayer game. The weapon has a guided missile that you can steer to the target with on the camera embedded in the nose of the missile. You can squirrel yourself away in the corner, in a well-protected spot, and fire missiles out into the arena—guiding them to your target. There is only one little hitch with this strategy. While you are guiding the missile, you can't see what is going on right in front of you. If an enemy can see the missile launch, they can follow the smoke trail back to your location and take you out with a couple of quick shots as you sit defenseless.

Weapon Turrets

There are several other weapons you can use in the level, like the laser prototype. While you are using these massive weapons, you can deal a lot of damage out to the enemy. While you are manning these guns, you are a stationary target. If the enemy can sneak up from behind you, you will get taken out quickly. Keep your eyes open, and don't become fixated on using these powerful weapons



Know the Levels

This is the best bit of advice to get. You must know the levels you are playing on. Play a bunch of games in which your sole goal is to get the lay of the land. When you are locked in an intense firefight against other human opponents, you don't have time to think about where you need to turn to get some cover; you have to *know* exactly where to go.

Console Multiplayer Tips and Strategies

The Scenarios

Arena



This scenario is a deathmatch involving free-for-all combat and using weapons that spawn around the mission area.

Team Arena



This scenario employs the same rules as Arena, except that agents are grouped into two teams. The combined score of every individual on the team results in the overall team score.

Console Multiplayer Tips and Strategies

Capture the Flag



Two bases are situated on every multiplayer level with a single flag on each one. Obtain points by stealing the enemy's flag and returning it to your own base. If a flag carrier is shot, the flag is dropped. If an enemy then touches the dropped flag, it is returned to its base. If neither side collects the flag after a short interval, it returns to its base automatically.

Uplink



Three satellite dishes are situated around the level. To activate the uplink, simply walk into the satellite dish to change it into your team's color. Your score consists of the length of time each satellite is your color, and the more satellites that are your color simultaneously, the higher your score goes.

Top Agent



You have a predetermined number of lives (the number set in the Options menu before play begins). After you've used all your lives, you are out of the game. The last agent standing is the winner.

Demolition

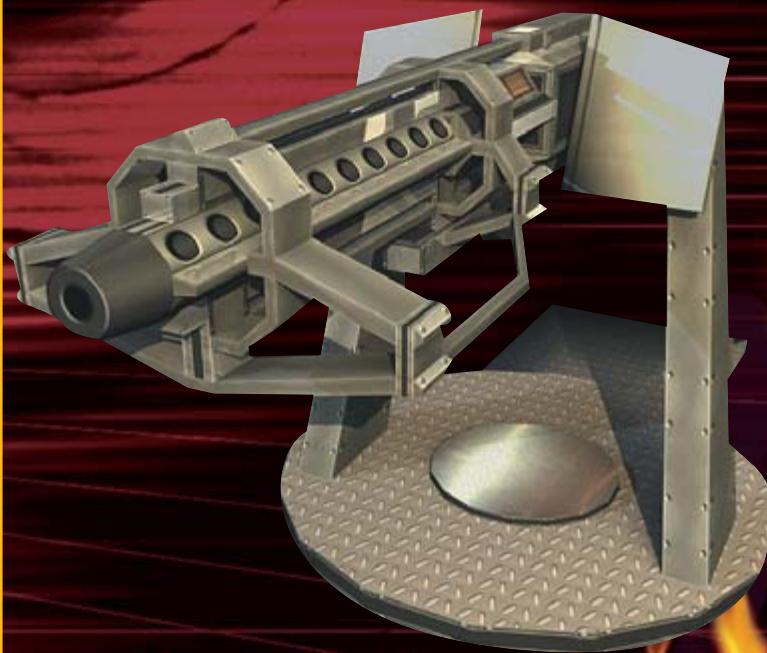


MI6 must destroy a designated target site within a set time limit. The defending team must prevent the attackers from destroying the site. The most effective means of destroying a target is by planting a satchel charge on it. Each attacking team is equipped with a single satchel charge at the start of each round.

Protection



MI6 must protect its target object.



Industrial Espionage



The level contains a single disc of blueprints, which each team must collect and return to its base to get a new weapon or gadget for that team, and a new set of blueprints spawns into the level. Rival teams can steal pickups from their spawn points or by shooting the opposing team and looting their bodies. The final set of blueprints wins the game.

GoldenEye Strike



The goal of this level is to obtain the two halves of the GoldenEye controls. When combined, the controls can be used to trigger an orbital weapons strike on the enemy team. Teams compete to obtain both halves. A player carrying one of the halves will drop it if shot. Normal shots do not count toward the score; only those caused by the orbital weapon do. Halves spawn in random locations, except in Sub Pen.

Assassination



This is a team game in which an assassin comprises one team and the remaining players comprise the target team. One player on the target team is designated as the assassin's target. When the target is assassinated, another player is randomly selected as the next target. When the assassin is shot, another player is chosen at random to replace him. The assassin receives five points for shooting the target. The player who shoots the assassin receives three kills. If the assassin manages to shoot the target in the back, it is a one-hit kill.

King of the Hill



On each map is a single power field. You earn points by occupying the field, and the player with the highest score wins.

Team King of the Hill

Same as the nonteam version, except a player's



points earned by remaining in the power field go to the team's score.

The Maps

Console Multiplayer Tips and Strategies

Sky Rail

This extra-large map is a lot of fun. Use the cable car for a tactical advantage at this deserted ski



The Sky Rail map has tons of places to do combat. The structures at the top and bottom of the hill allow for some classic inside duels. Hanging out on the upper levels of the buildings and shooting down on your opponents is a great strategy.



The long open areas allow for powerful sniping opportunities. Be careful when you are looking through the scope; enemies can sneak up on you.

resort. There are tons of places for a sniper to hide in this level, so watch your back.

Fort Knox

This is another great map for the sneaky player. The multiple levels make it very difficult to root



Do battle in the world's most secure location—America's Fort Knox Gold Depository. Keep on the move, as there are lots of areas for your enemy to hide.



Use the stationary guns scattered throughout the level to do some awesome damage. The one problem with these guns as you are standing in one spot, making for a pretty inviting target.

out each and every enemy. Don't stay in one spot for long. There are multiple ways up and down through this extra-large map, so there is always the chance that someone will sneak up behind you.

Snow Blind



You are back at Drake's castle, doing battle with your enemies in and out of the various courtyards.



Like the Fort Knox level, there are stationary guns as well. Use them wisely.

Expect a cold reception in this extensive maze of medieval tunnels and courtyards. Be sure you pick up the goodies along the way; there are tons of pickups scattered throughout the courtyards of this level. This extra-large map also offers tons of spots to hide.

Phoenix Base



The Phoenix Base has an interesting structure in the center of the map. Watch out for enemies up there on the high ground.



Or, take the high ground yourself. Watch out; you don't have much cover up there.

Phoenix Base is one of the smaller maps in *007 NightFire*. You will do battle in Drake's submarine pen. The action is tight and furious, and there isn't much room to hide. Go for the missiles in the center of the room to really create some chaos. Conversely, watch for players going for those missiles and pick them off while they are out in the open.

Atlantis

The Atlantis map provides a lot of intense action in and around the hallways.

This underwater base is a feeding frenzy of multi-player action. Run up and down the hallways on this multilevel map. The hallways confine the action. Don't get caught between two other players when you are running down the halls; being caught in a crossfire is always a bad idea.

**TIP**

Mini-vehicles are on every level except Ravine. You can control tanks remotely and attack other combatants. When using mini-vehicles, you can't see what's going on around you while you are guiding the vehicle to other parts of the level.

Missile Silo

The Missile Silo provides a lot of vertical action. Watch out for enemies all around you.



Seize the high ground and pick off the enemies as they scurry beneath you.

You and your fellow combatants battle on four floors of this old missile silo. Use the pillars to provide cover from your opponent's gunshots.

Sub Pen

Not only do you fight out in this submarine pen, but you will fight it out with other secret agents inside the submarine itself. Ferreting out all of the agents on this level can be tricky, so make sure you look in every nook and cranny. Use the elevators to move between the levels quickly.



In the Sub Pen, you do battle around Drake's nuclear submarine—outside the submarine...



...and inside the submarine. Ferreting out all of enemies can be difficult, as the submarine provides a defensible position.

Ravine

This is a great map for snipers. The long distance between the two cliffs makes for some great long-range shots. Ride the cable cars that run between the two cliffs to get from one side to the other. Keep moving to stay alive and avoid the other snipers.



The large ravine will separate the players at the beginning of the level. A good sniper can be very effective on this level.



Aside from using the land bridge, if you want to cross to the other side, you will have to ride the cable cars. Crouch for cover as you move from one side to the other.

PC Multiplayer Tips and Strategies

Game Types

Combat Training

Combat Training is essentially a free-for-all. You are pitted against every other player in the game, who is pitted against everyone else as well. In general, these games go for a certain amount of time or until one player has chalked up a specified number of kills.

Team Combat Training

Similar to Combat Training, this places all of the agents on one of two teams. The teams then compete to wipe each other out. All of the standard rules of Combat Training games apply. These games generally go until one team has scored a specified number of kills or until time runs out. The "Friendly Fire" option allows you to hurt and be hurt by your teammates. Eliminating a team member removes one kill from your team's total. The teams are M16 and Pheonix.

Capture the Flag

In these games, the number of kills you or your teams scores is immaterial. Instead, the goal is to infiltrate the enemy base and grab their flag. Once you do, the flag must be returned to your base to score a point. The maps for these games are set up symmetrically, with each side given the same positions and weapons. Games generally are played to a predetermined number of flag captures.

The Maps

Austria

The Austria map is essentially the same as the second part of your first mission: the exterior and a small piece of the interior of Drake's castle in Austria. There are a few notable differences, not the least of which is the prevalence of grapple points, allowing you to zoom from ground level to a higher floor quickly.



Don't miss the Ronin on the top of this catwalk. You can get there with the grapple or by a ladder on each side.

The most significant differences are the number of areas that have been opened, allowing for a relatively circular map. On the ground, the doorway behind the truck is open, leading to the interior of the building leading up to the tower. The tower itself is open at the top, allowing access to the roof, and to the rocket launcher on the catwalk area.



You can now leave the tower after collecting the sniper rifle. The platform below and to the right holds the rocket launcher.

The second floor of the tower also leads to the catwalks outside and the rocket launcher. You can also go from here to the second floor of the nearby buildings, leading down to where you unlocked the doors in the single-player mission.

Casino

This area is based on the Casino in *The World is Not Enough*. Casino feels very much like new territory because it is new territory. This is a relatively small map and has a claustrophobic feel. In truth, you can get from anywhere to just about anywhere else in a matter of a few seconds. Balconies have convenient staircases, and even the smallest room has multiple exits.





It's easy to get from the ground floor to the second floor on the casino map.



Most of the weapons, armor, and ammunition on this map are hidden on or behind the various counters and gaming tables located throughout. None of these are safe to approach because every one of them is the focal point for a staircase, passageway, or door.

NOTE

There's a secret room behind a bookcase. The room contains a Ronin briefcase. Use your Q-Specs in X-Ray mode to find it.



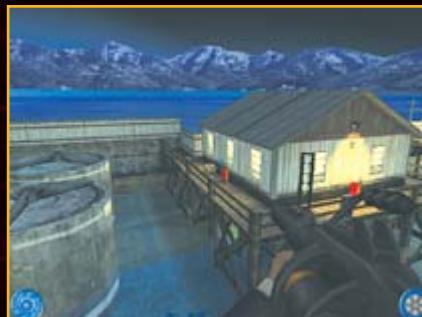
If you can get to the body armor on this small, secluded balcony, you'll have a safe haven for a few moments.

The secret to this level is to start moving and keep moving. No place is safe for very long, and any position that overlooks another is vulnerable. If you like to sit still and snipe, this is not the map for you. If, however, you thrive on running wild and attacking anything you come across, this one may be your favorite.

Caviar

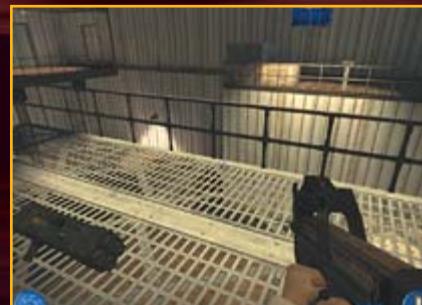
This area is based on the Zukousky caviar warehouse in *The World is Not Enough*. It is also only playable for Combat Training and Team Combat Training. Unlike Casino, Caviar is wide open, featuring huge areas outside and some relatively secluded areas that are perfect for sniping. The presence of the red barrels is not as dangerous as you might at first think—they aren't explosive, so don't waste your ammunition on them.

The water on this level makes for an interesting addition. In addition to swimming up to your enemies, you also have the added danger of drowning.



It's the warehouse areas of this map that make it particularly interesting. Of note is the crusher, located directly below the catwalk holding the rocket launcher. On the opposite side of the warehouse, a switch controls the floor here. When pressed, the floor drops away, sending the offending enemy into the crusher below—a nasty price to pay for grabbing the rocket launcher. Needless to say, being eliminated in this way is embarrassing.

Get the rocket launcher with caution. If there's anyone on the opposite catwalk, don't take the chance.



This is a large map, and it's easy to get lost. Your best strategy is to keep moving and look for weapons. There are plenty of places to hide under stairwells or behind crates if you feel like sitting still and going the sniper route. The size of this map makes it perfect for large combats between two large teams.

TIP

There is a small tunnel in the "crusher" that you can use to escape the death trap if you fall in.

PC Multiplayer Tips and Strategies

Fort Knox

This area is based on the Fort Knox in *Goldfinger*. Of all the maps, Fort Knox has the best visibility, thanks to the good lighting and the presence of thousands of bars of shiny gold. You have free reign inside the vaults as well as some of the exterior areas of the Fort.



The exterior of Fort Knox is uncomplicated and easy to spot targets in.

While the outside is entertaining because it is so open and offers a few bunkers to hole up in, it's the interior of the Fort that deserves most of your attention. All of the good weapons are here, and almost all of them are placed next to several clips of ammunition.



You find the best weapons inside. Naturally, this is where most of your enemies will be, too.

The interior of the Fort can be confusing. There are multiple levels of gold storage, all linked to a large central area with a series of staircases allowing access to each floor. If you have time, move quickly with the grapple, but this leaves you open to attack.



Don't let yourself get cornered. Keep moving and go outside for a break when you need it. Armor is hard to find, and is generally located in the gold storage areas on the ground floor.

Island

It's not what you might think at first. The Island map is essentially the interior of a missile base. It features long, straight corridors set up as firing alleys with very little cover. Accuracy is critical on this map, because you don't have many places to hide.



Gun duels like this one are common on the Island map.

Weapons and armor on this level are generally located on top of the red barrels. These are spread around the level almost everywhere, meaning that almost anyone you spot will be well-armed. Accurate weapons like the sniper rifle and those that do a lot of damage like the rocket launcher are good choices.

TIP

There is a trap door near the two generators that drop you into a room with a Ronin briefcase, rocket ammo, armor plate, and a PDW90 (Combat Training map only).



The accurate and powerful Raptor is also a good weapon choice for this map.

While much of the terrain on this map features enclosed tunnels, there are open areas. As with all maps that feature some vertical areas, be on the lookout for grapple points to allow for quick access to areas above you. This map is all about being accurate and doing as much damage as you can, as quickly as you can. Having a height advantage and using the element of surprise can help improve your chances.

NOTE

The Caputure the Flag map for this area is very different from the Combat Training map.

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Japan

This map is based loosely on the Japan mission, although it covers a much smaller amount of territory. You can roam through most of the areas of the first single-player Japan mission as well as through a small part of Mayhew's bunker in the basement. It's a small map, which makes it perfect for smaller groups.

Tight quarters make this map perfect for rapid-fire weapons like the PDW90.



The main differences here are where the original single-player map moved into new areas. The ladder at the end of Mayhew's bunker now leads to the carpark area outside. Similarly, the small secret area off where you started now takes you to the area outside the normal entrance to the bunker.



Sneak up on your enemies by using the ladder in the bunker. The carpark is a frequent gathering place, making this a good place to surprise a few folks.

Except for a couple of loft areas and the bunker, Japan is two-dimensional, which means you don't have the grapple. This is a very small map with a lot of tight areas. The presence of paper walls means your Q-Specs will be more useful here than on most maps. Use them on x-ray mode to get the jump on enemies fighting it out on the other side of the flimsy barriers.

PC Multiplayer Tips and Strategies

Jungle

The Jungle map is similar to the fifth part of the Island Getaway single-player mission. The action takes place around the first ECM bunker and some of the landscape in the area. The basement of the ECM building contains a ladder down to a tunnel leading to a nearby warehouse, which is a good location for sniping. This is a tougher map than the others listed so far, and you start with both a P2K and a shotgun.



This is a dark mission, so be sure to use the Q-Specs on IR mode to spot your foes.

The real prize on this map is the Annihilator, which is located at the top of the ECM building. You can reach this from a ladder both along the side of the building and from the lower roof. Going via the lower roof is safer, because it leaves you vulnerable for a much shorter period of time.



The Annihilator is the true prize on this level. With it, you can really tear through the bad guys.



Near the Annihilator, you can climb a huge radio tower for the ultimate sniping position. From this vantage point, you can look down on the entire exterior area of the map, pegging anyone who runs past. This is an exposed point, however, so be careful while you are up here.

Maintenance

This map is a combination of the fourth and fifth parts of the Phoenix Rising mission, consisting of the maintenance area of the building as well as part of the roof. The roof area is interesting because with presence of the elevator. Here, by grappling up, you can claim a battery that allows you to use your Q-Specs constantly. The battery functions even after you've been eliminated.

NOTE

This area is only playable for Combat Training and Team Combat Training.



Getting the permanent battery should be one of your first goals on this map.

The reason the battery is so important is that the interior of the level is very dark. Having the nightvision aspect of the Q-Specs available to you at all times is extremely helpful in spotting your enemies before they spot you.

TIP

Using the Q-Specs on nightvision mode helps a great deal when running through the maintenance part of this map.

This is a medium-sized map, good for small groups or two-on-two teams. Once you've collected the permanent battery, the only other thing to get outside is the sniper rifle, which is of limited usefulness on such a small, tight map. Spend your time inside, using nightvision to get the drop on your foes.



Office

This level is based on the interior of the Phoenix International building, but there are a few changes here that you might not be used to. One of the biggest is a small balcony area that overlooks part of the hallway. It's worth investigating both for the position it offers and for the suit of body armor located here.



This balcony is new, and the body armor makes it worth investigating.

The conference room near the central atrium holds a true prize: an Annihilator. This is the premier weapon on this map because it features fairly close quarters despite its size. Pick this up whenever you have the chance.



The Annihilator is a great weapon for this map because you'll often be close to your foes.

TIP

The PDW90, rocket launcher, and grenade launcher are desirable weapons for use in multiplayer mode.

While there is a lot of territory on this map, there isn't much up and down. It's a pretty flat area with the exception of the balcony already mentioned and a similar one on the other side. Movement is critical, because there aren't many good sniping positions. Keep moving, using the balconies and crossing hallways as paths to get from one end to the other rapidly.

PC Multiplayer Tips and Strategies

Power

This map is based very loosely on the first part of the Hidden Agenda mission which leads up to the astronaut area in the single-player game. The terrain is similar, at least, and some of the rooms have the same feel to them. There are several areas of narrow corridors and small rooms mixed with open areas where anything goes.



There are some open areas on this map, perfect for mixing it up. If you like enclosed spaces, those are here, too.

In the center of the map on the lowest level, there is an Annihilator. Other weapons are dispersed throughout the map, often appearing on the red barrels that dot the area. Weapons can be risky to pick up, because most are out in the open (especially the Annihilator), which means they are easily targeted by other players.

The Annihilator is out in the open. It's worth the risk to claim it.



Unlike the previous couple of maps, this one contains a lot of vertical areas with staircases leading up two or three floors. You will have to watch above and below in addition to your own level as you move. Sniping is risky here. While there are some excellent positions that offer a good field of fire, these are generally exposed and leave you vulnerable to anyone passing into the area.



NOTE

This area is only playable for Combat Training and Team Combat Training.

Romania

Romania is set up specifically for Capture the Flag games and cannot be played in Combat Training or Combat Training Teams games. This is a huge, symmetrical map with each of the two sides having the same flag area and safe areas behind the flag.

Your flag is centered in a small depression. The enemy flag area will look exactly like this.



The key, of course, is getting the enemy flag. Once a team member has it, you will have to guard his retreat until he makes it all the way back to your base. He'll be a target for all enemy fire, which also means you should be prepared to pick up his burden and carry the flag yourself if it becomes necessary.



Once someone on your team has the flag, be prepared to help him get it home.

The middle of the map is the most interesting. In the center, there is a rocket launcher, which is by far the deadliest weapon on this level. Because enemies tend to bunch up when assaulting your position, this is the weapon of choice when you can get it. Sniper rifles on balconies overlook the center area, a good place for accurate shooters to help guard the middle.

Tower

Like Romania, this map is only playable in Capture the Flag games. This time, your flag is in a small enclosure of breakable glass. It takes a concerted effort to break in, and it's tough going to capture the enemy flag.



Your flag is well-protected in its bunker. Of course, the enemy flag is in just as good of a position.

Unlike the Romania map, you don't start near a whole slew of weapons. You will need to search around your area to collect the various weapons that you'll need to either protect your flag or go after the enemy's. Most of the weapons are in the area surrounding your spawn point. Grab a few before taking up a defensive position or assaulting the other guys.



PC Multiplayer Tips and Strategies



NOTE

The glass around the spawn room is bulletproof.



Use the grapple just outside the spawn point to grab the Ronin. This is the best base defense you have.

Keep in mind that there are multiple paths to each side of the map. Any path you discover on your end is present on the enemy side as well. This means that even in defense, you can't stay too static. You will need to move around to guard the various possible entrances to your base.



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